

Arcade Mania

SU_1020-009

Final Board

Date: May 30 2013

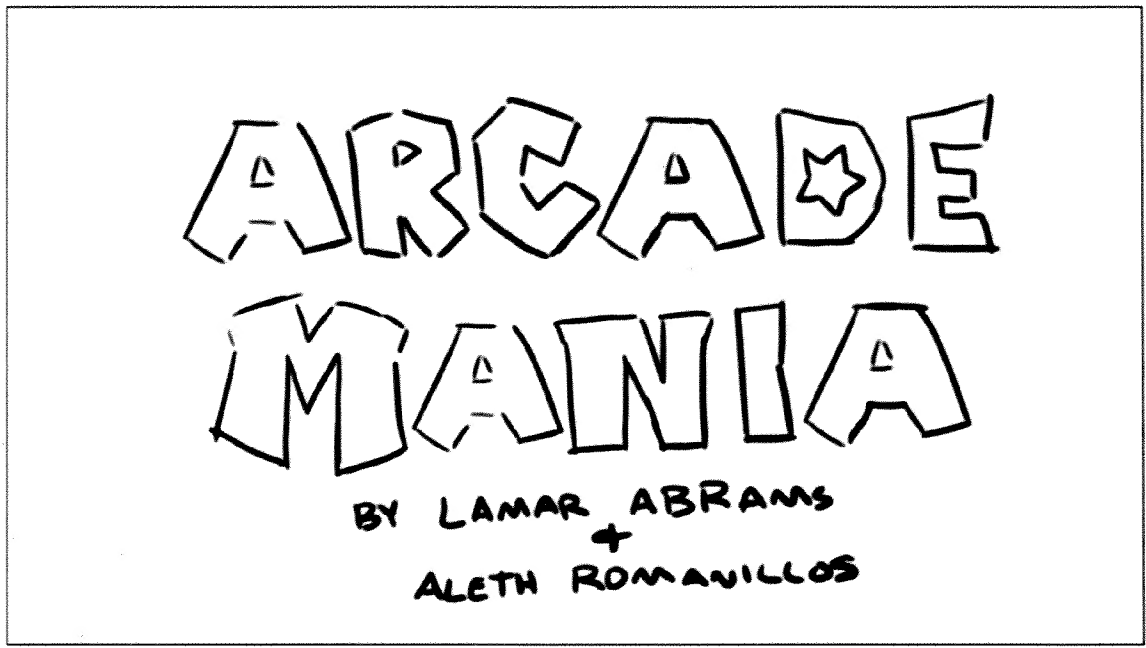
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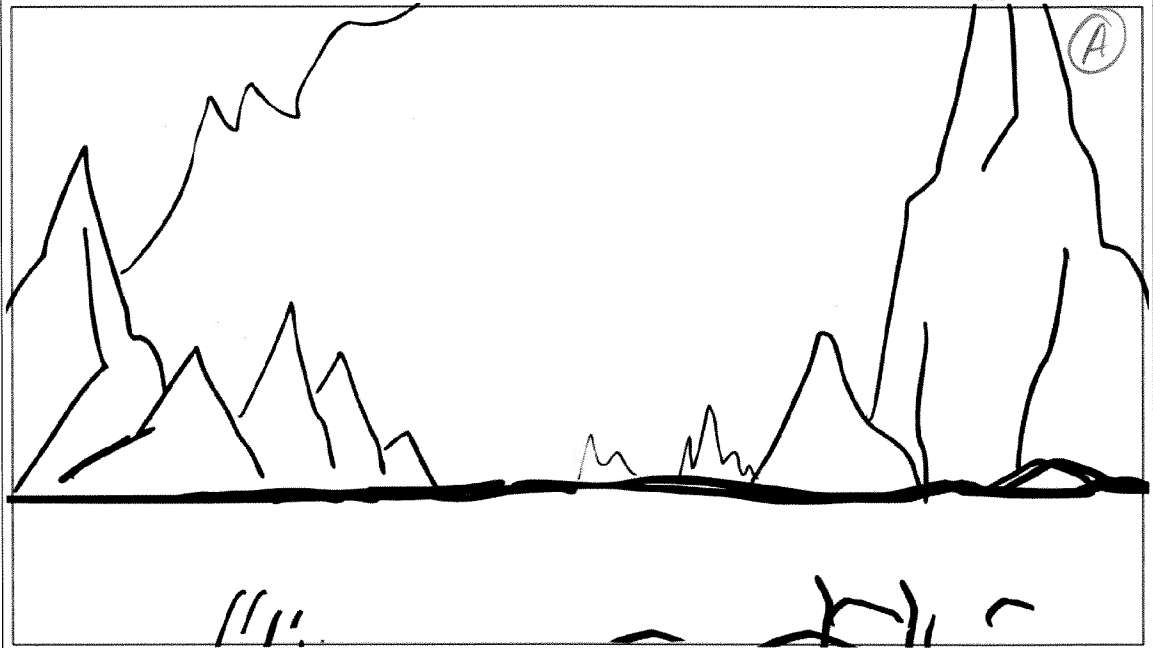
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Scene	Panel
1	1



Scene	Panel
2	1

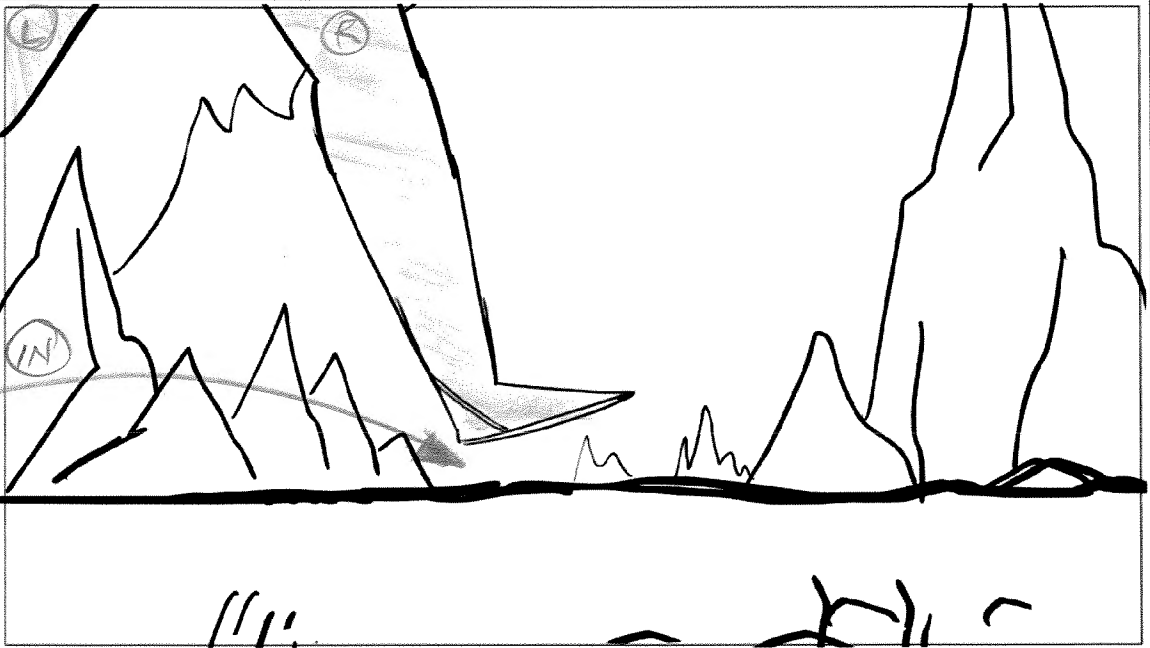


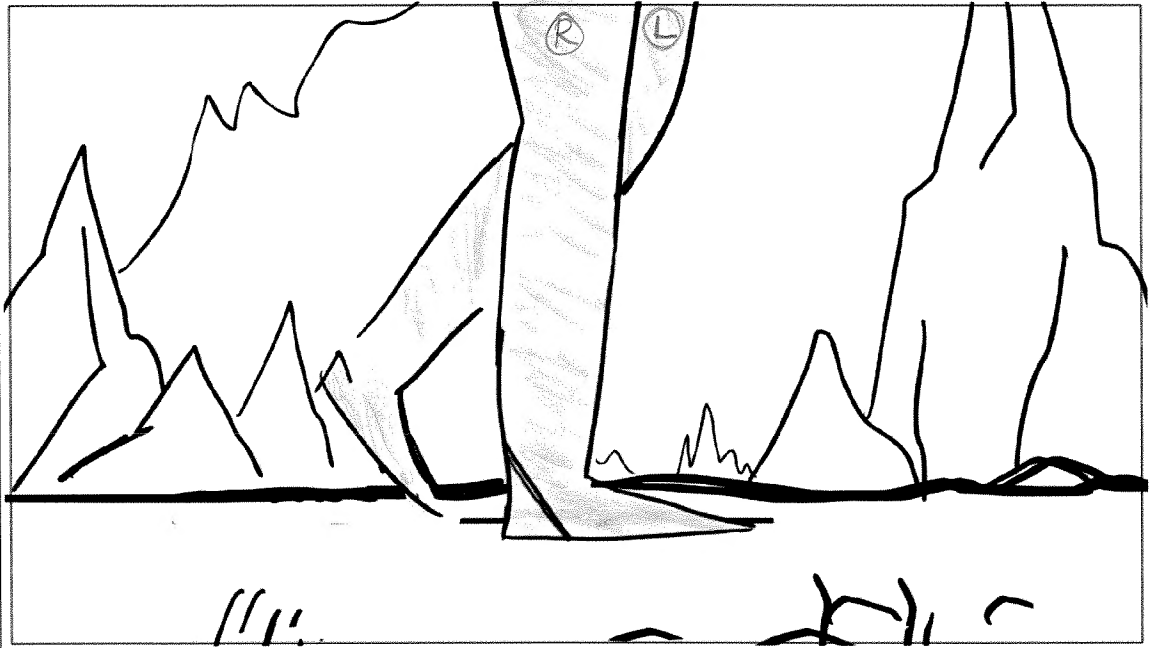
Slugging
2.09

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Scene	Panel
2	2 <i>CONT</i>
	
<p>Action Notes</p> <p>Garnet foot into scene</p>	
<p>Slugging</p> <p>0.04</p>	

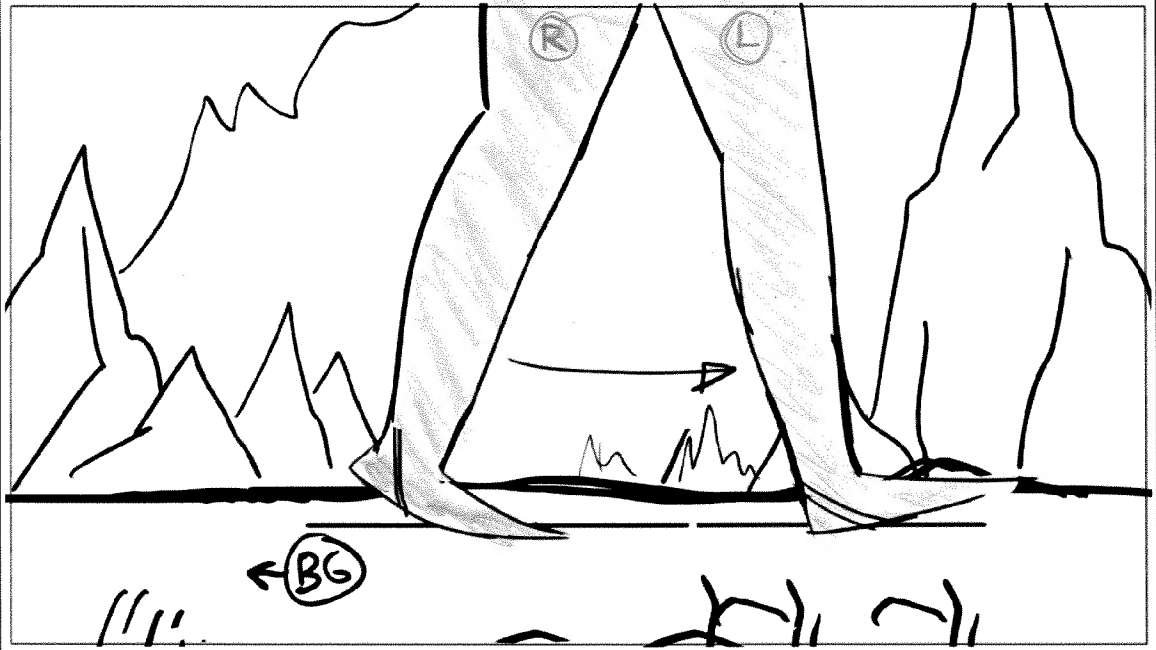
Scene	Panel
2	3 <i>CONT</i>
	
<p>Slugging</p> <p>0.09</p>	
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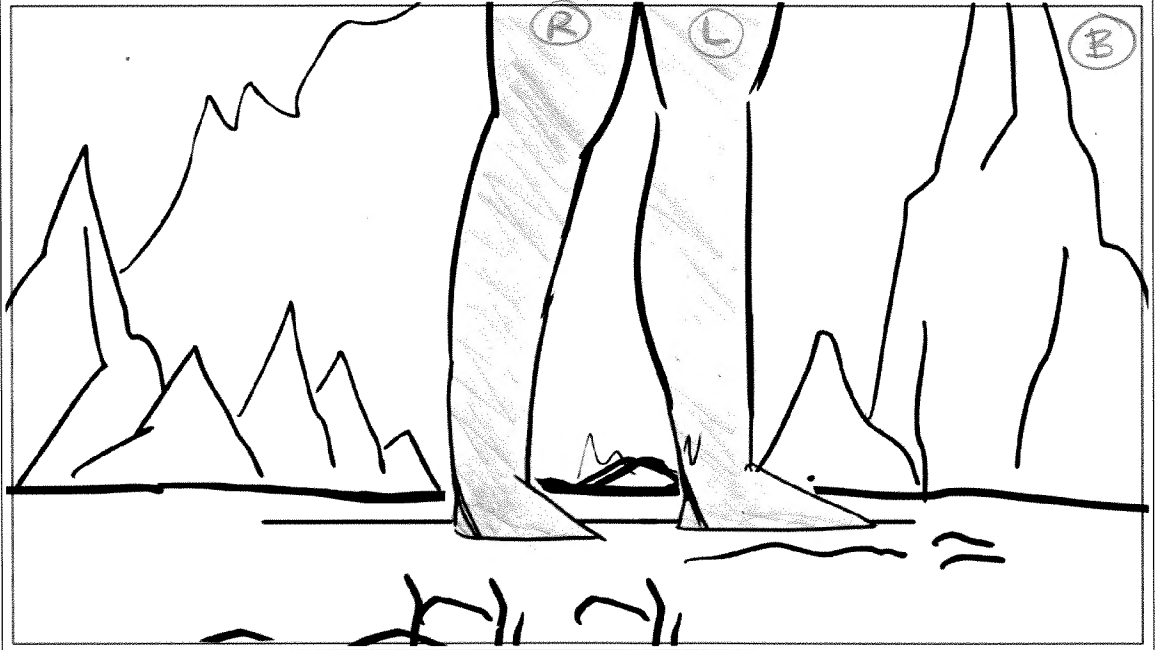
Scene	Panel
2	CONT 4



Action Notes
foreground bg pan

Slugging
1.14

Scene	Panel
2	CONT 5



Action Notes
Garnet stops

Slugging
1.02

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Scene	Panel
2	cont 6
	
<p>Action Notes</p> <p>Pan up to reveal Garnet</p>	
<p>Slugging</p> <p>ADJ: 0.14</p> <p>Then HOLD: 0.10</p>	

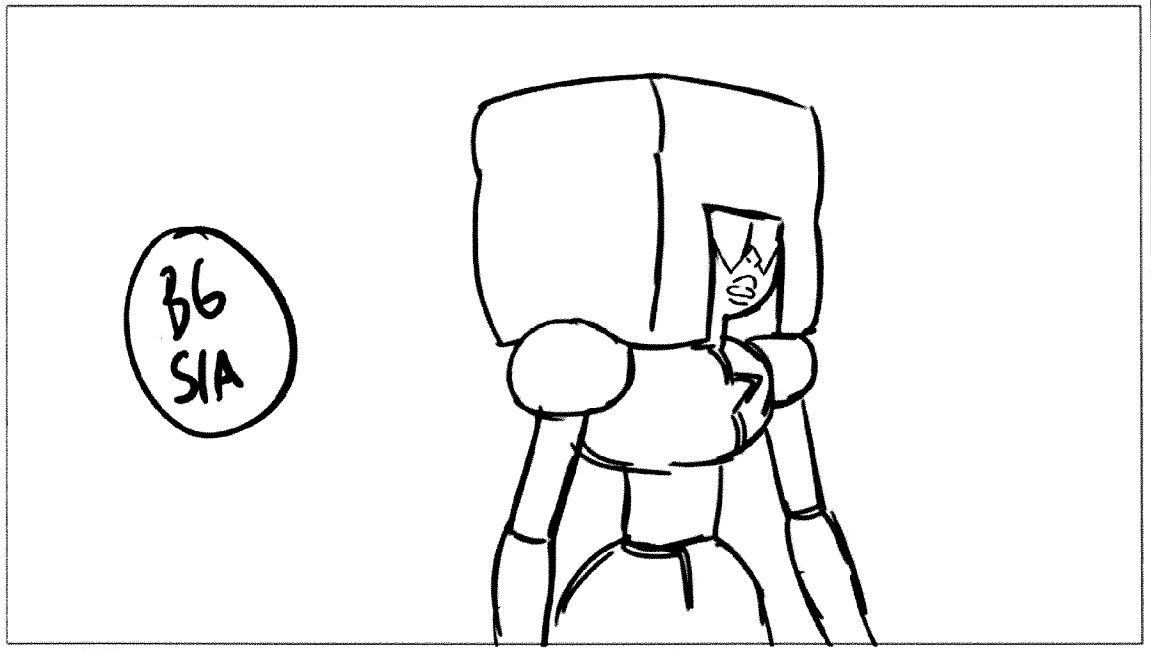
Scene	Panel
2	cont 7
	
<p>Dialog</p> <p>GARNET: SHHHH....</p>	
<p>Slugging</p> <p>1.05</p>	

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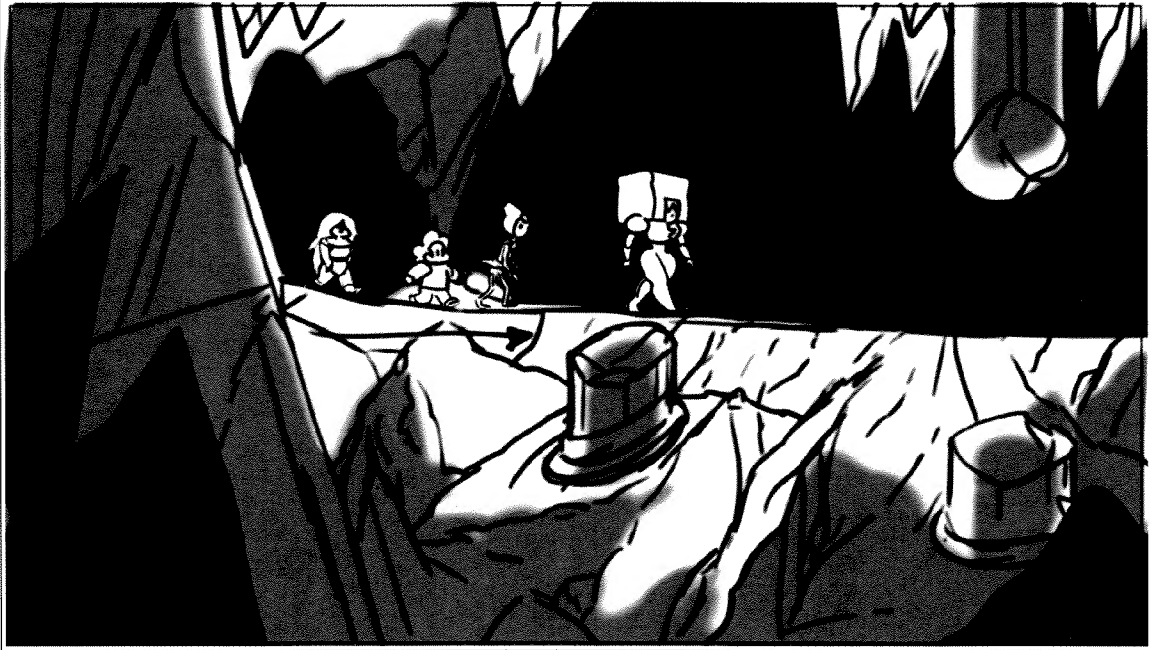
Scene	Panel
2	UNT 8



Dialog
GATNET: THIS WAY.

Slugging
1.13

Scene	Panel
3	1



Action Notes
Gems walk through cavern.

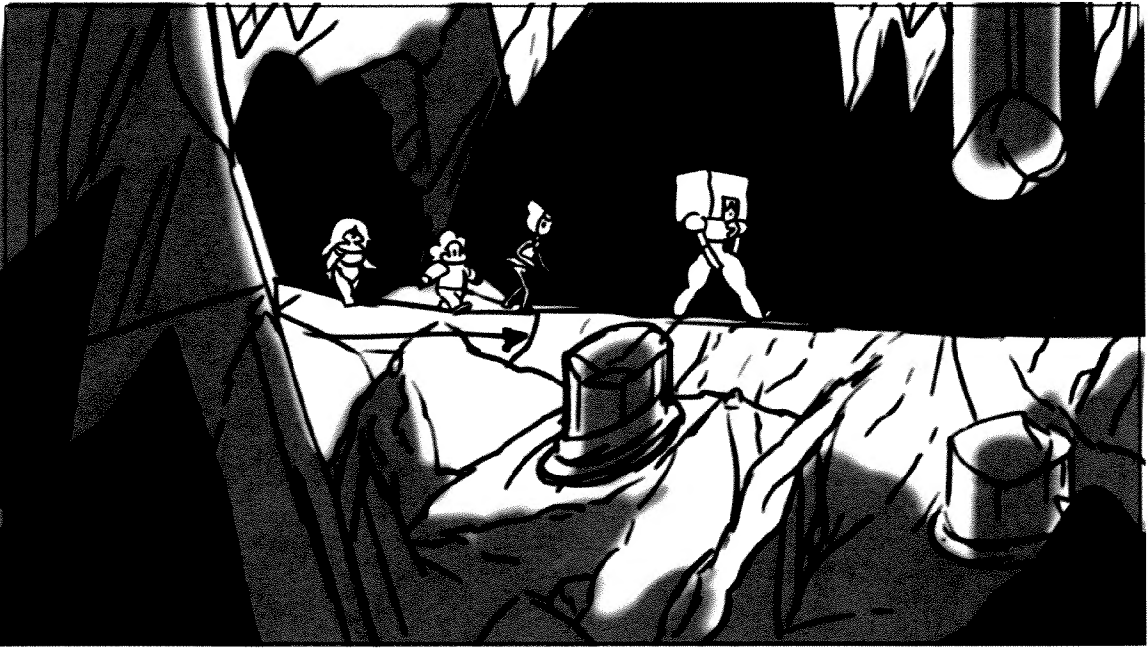
Slugging
Panels 1 + 2 = 2.06

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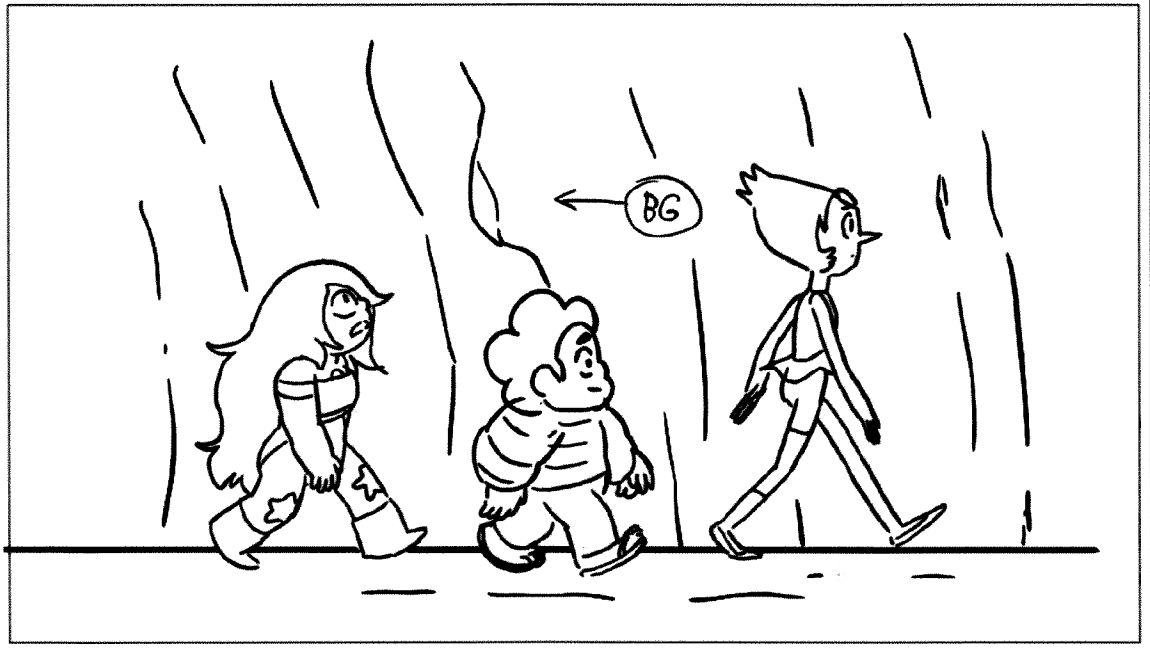
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Scene	Panel
	3 <i>CONT</i> 2



Scene	Panel
4	1



Action Notes

BG pans

cycle sharacters walking panels 1 and 2

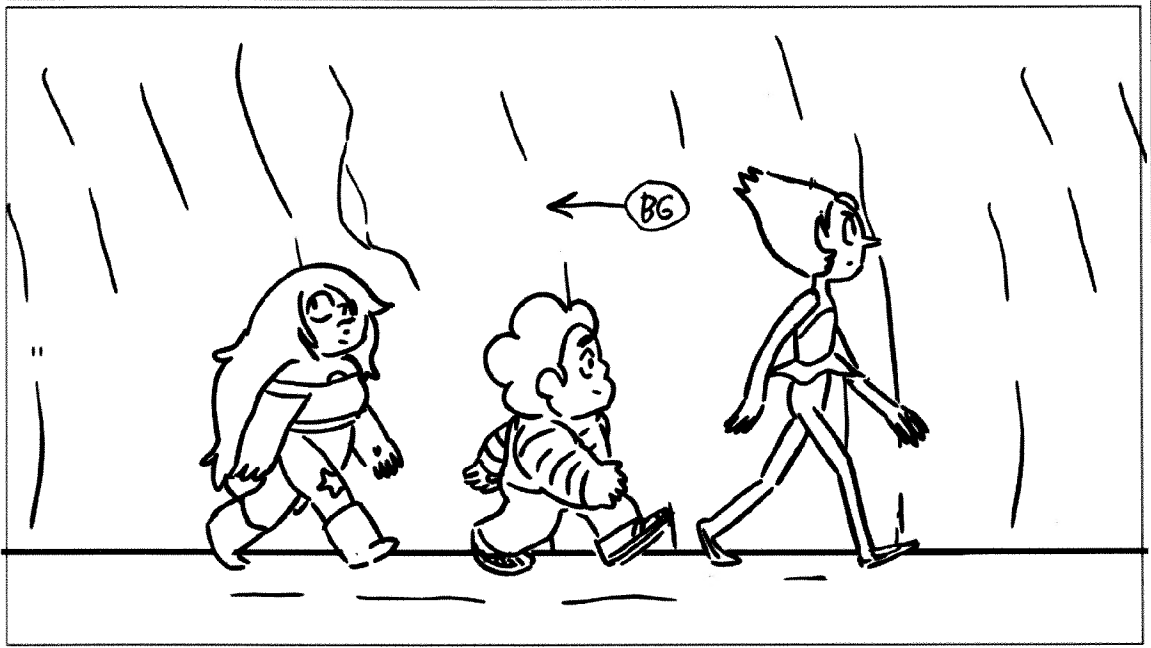
Slugging

Panels 1 + 2 = 1.05

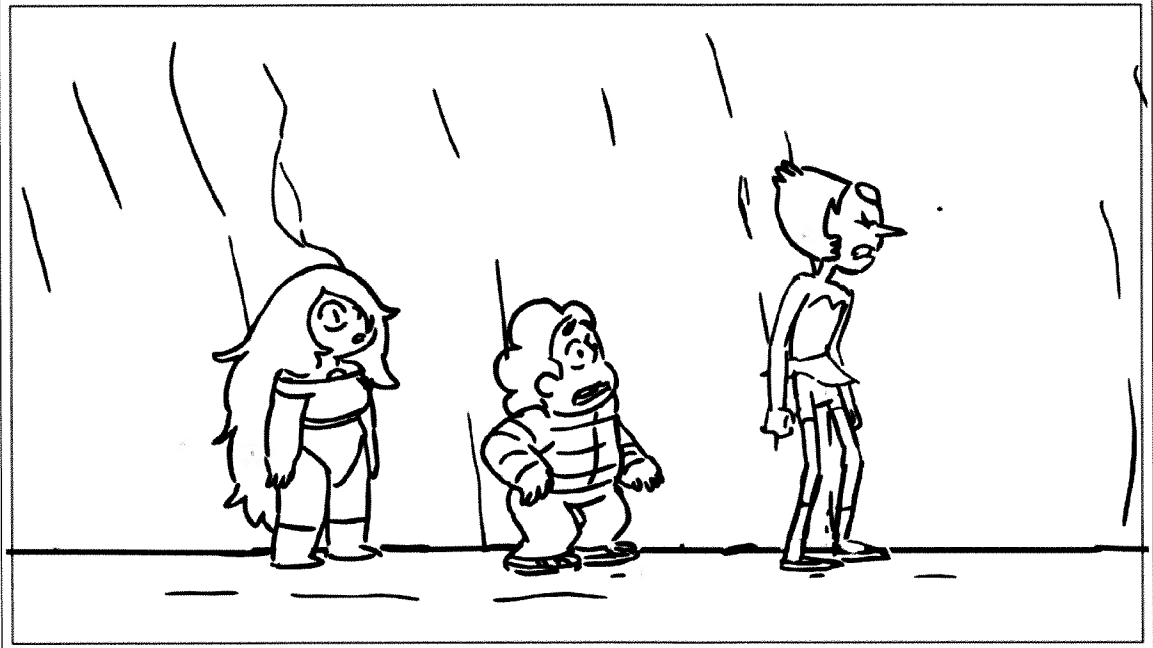
Total time until panel 3: 2.00

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Scene 4 Panel 2
cont



Scene 4 Panel 3
cont



Dialog
PEARL: UUUUUUGH

Action Notes
stop bg pan

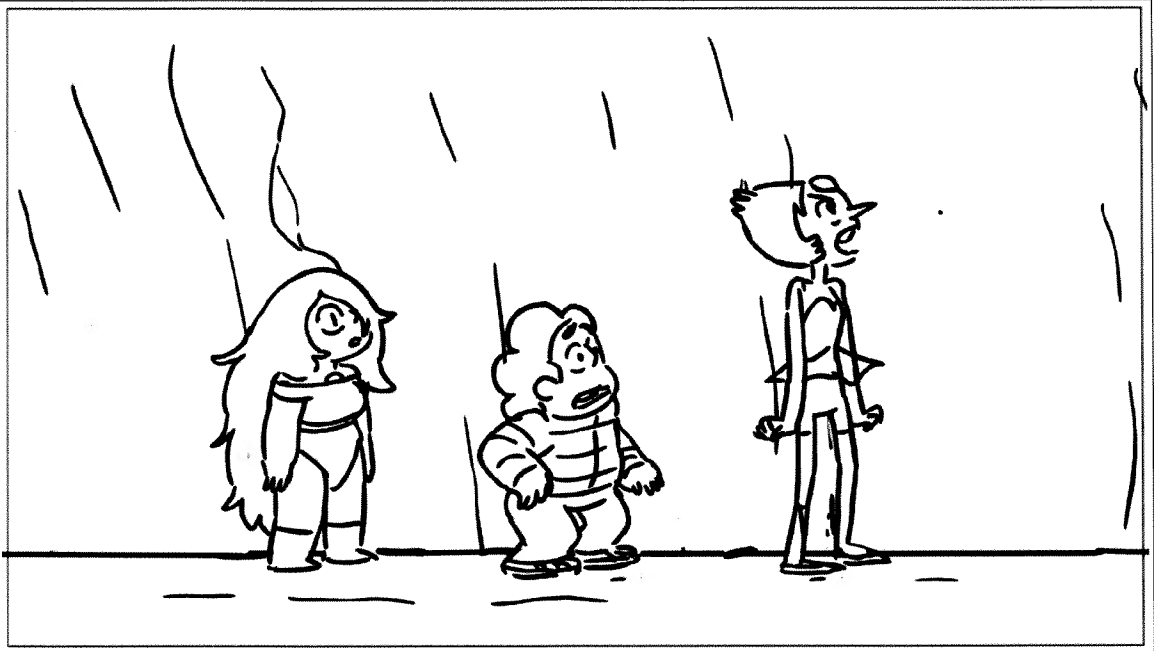
Slugging
Panels 3 + 4 = 2.12

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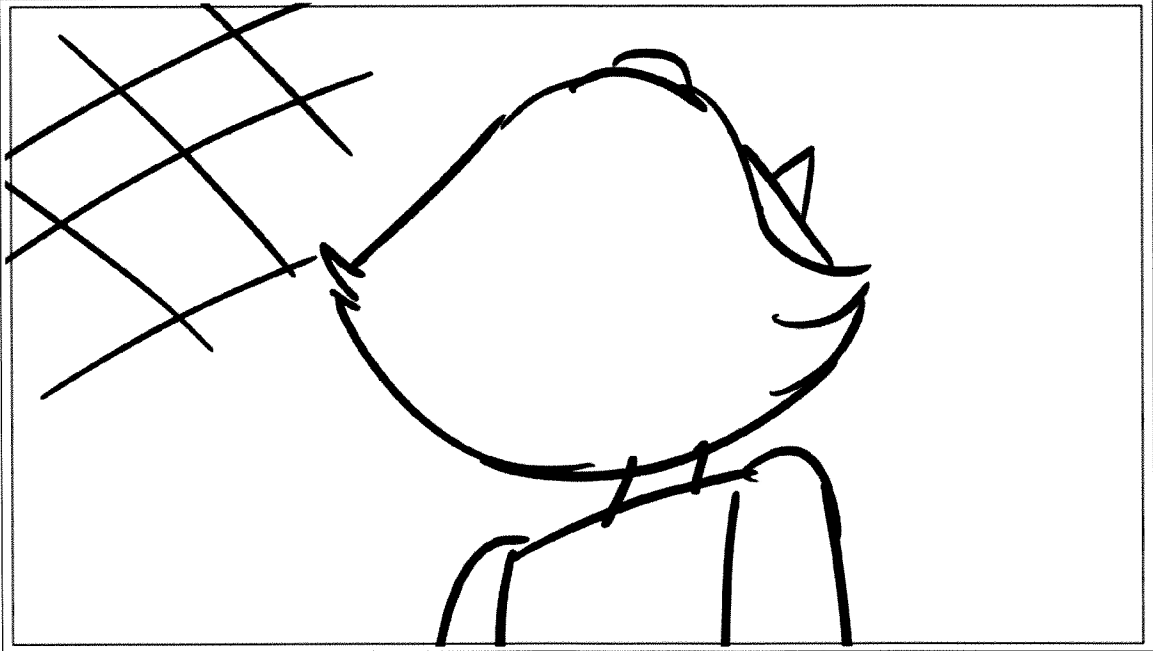
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Scene	Panel
4	4



Dialog
PEARL: STEVEN!

Scene	Panel
5	1



Slugging
Panels 1 to 3 = 5.14

Notes
H.U. to prev scene.

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Scene	Panel
5	2
CONT	



Dialog

PEARL: THIS IS A STEALTH MISSION.

Scene	Panel
5	3
CONT	



Dialog

PEARL: YOU'RE MAKING TOO MUCH NOISE!

Action Notes

Parl turns to face Steven

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Scene	Panel
6	1



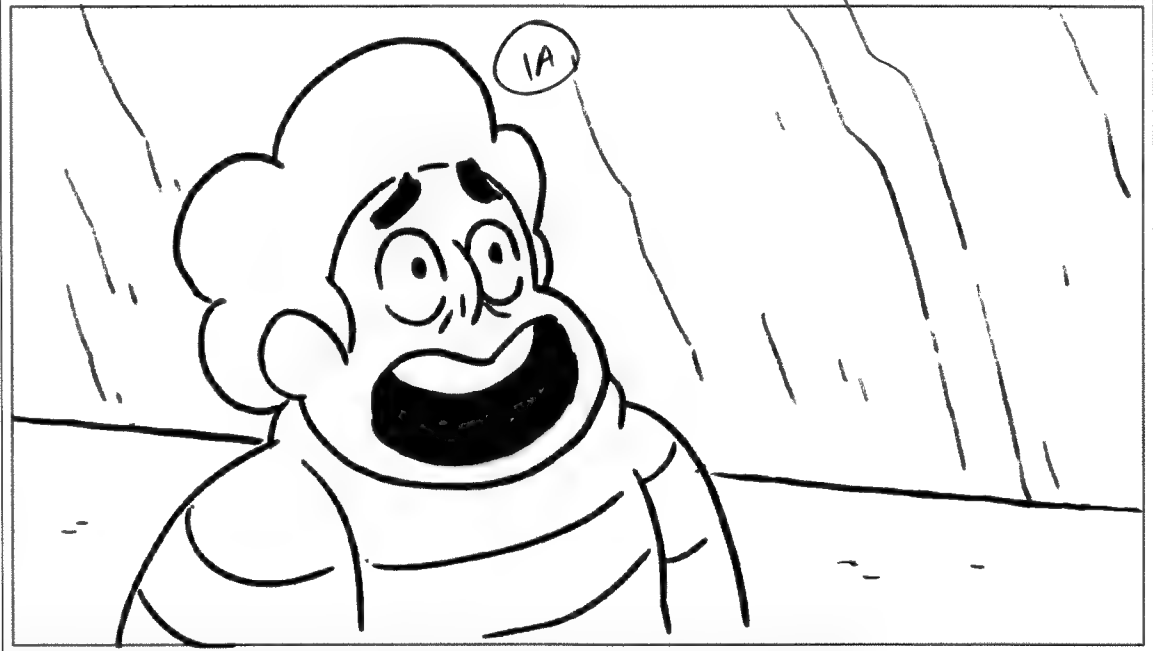
Dialog

PEARL: TAKE OFF THAT JACKET.

Slugging

2.14

Scene	Panel
7	1



Dialog

STEVEN: UH! BUT...!

Slugging

2.01

Notes

H.U. to prev scene



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Scene	Panel
7	CONT2

Dialog

STEVEN: I DON'T WANT TO CATCH A COLD!

Slugging

3.02

Scene	Panel
8	1

Dialog

PEARL: THEN WHY ARE YOU STILL WEARING SANDLES?

Slugging

Panels 1 + 2 = 4.02

Notes

H.U. STEVEN to prev scene

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Scene	Panel
	8 <i>CONT</i> 2

Dialog

PEARL: THEN WHY ARE YOU STILL WEARING SANDLES?

Scene	Panel
	9 1

Action Notes

pan up

Slugging

1.00

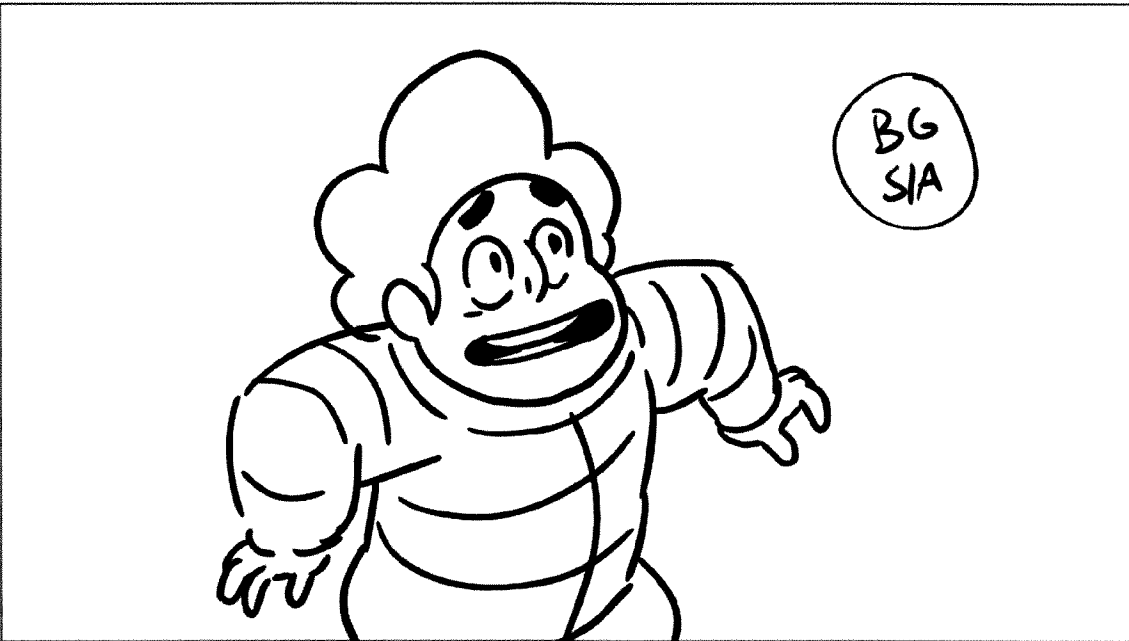
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Notes

H.U. to prev scene.

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Scene	Panel
	9 <i>CONT</i> 2
	
<p>Dialog</p> <p>STEVEN: I CAN BE QUIET!</p>	
<p>Action Notes</p> <p>pan up</p>	
<p>Slugging</p> <p>ADJ: 0.06</p> <p>Then HOLD: 2.01</p>	

Scene	Panel
	9 <i>CONT</i> 3
	
<p>Dialog</p> <p>STEVEN: SEE!</p>	
<p>Slugging</p> <p>1.02</p>	
<p>JUN 17 2013</p>	

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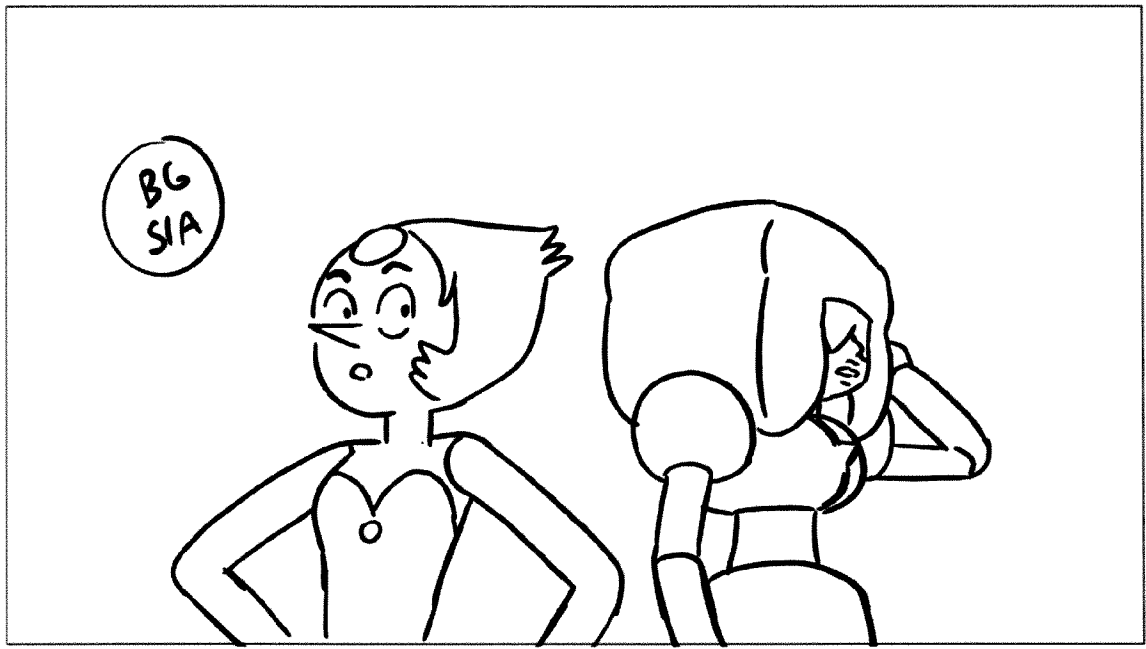
Scene	Panel
	9 <i>cont</i> 4
<p>Dialog</p> <p>STEVEN: STEALTH.</p>	
<p>Slugging</p> <p>2.02</p>	

Scene	Panel
	10 1
<p>Dialog</p> <p>GARNET: WE'RE GETTING CLOSE.</p>	
<p>Slugging</p> <p>Panels 1 + 2 = 2.02</p> <p>JUN 17 2013</p>	

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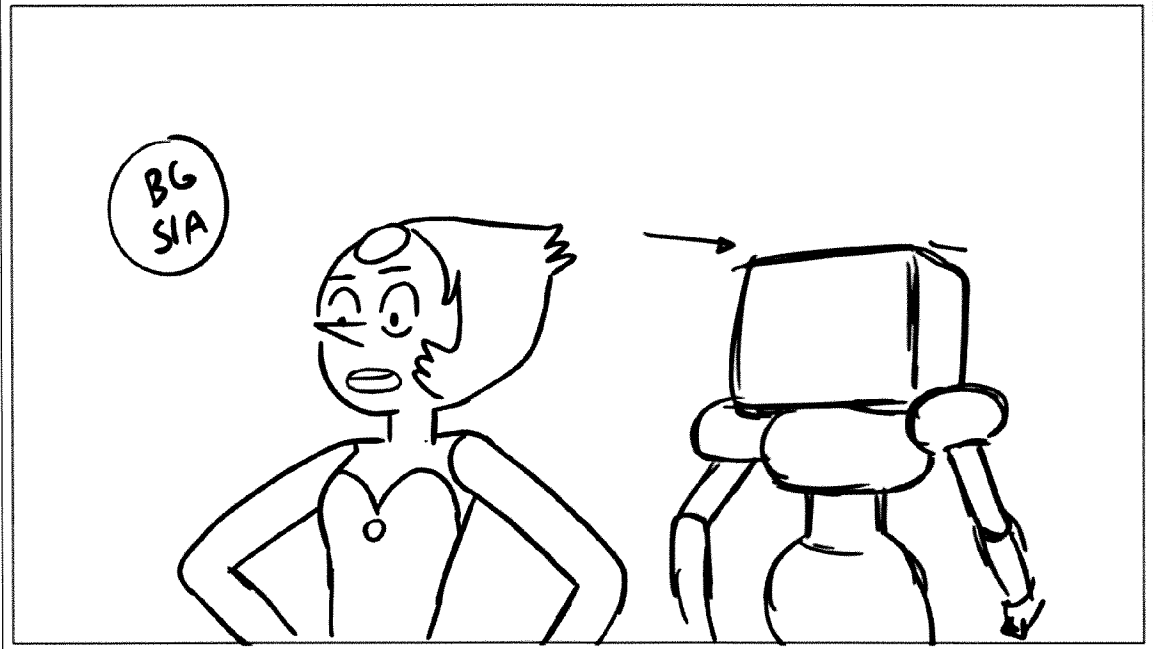
Scene	Panel
10	2



Dialog

GARNET: WE'RE GETTING CLOSE.

Scene	Panel
10	3



Dialog

PEARL: COME ON, THEN.

Slugging

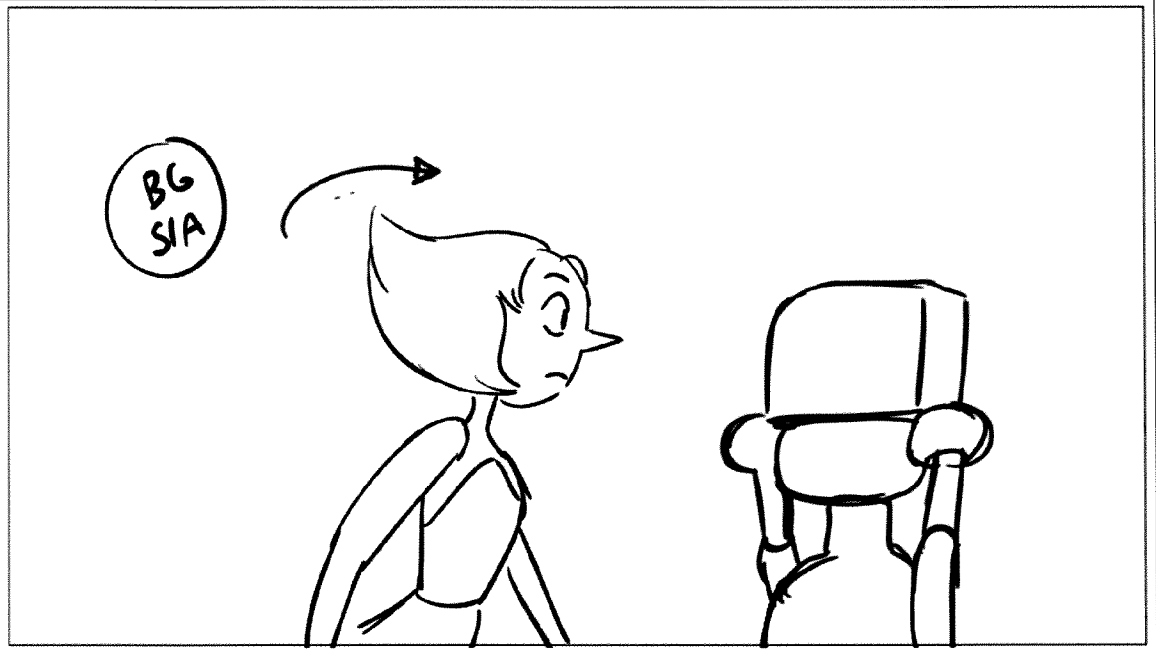
1.08

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Scene	Panel
10	4



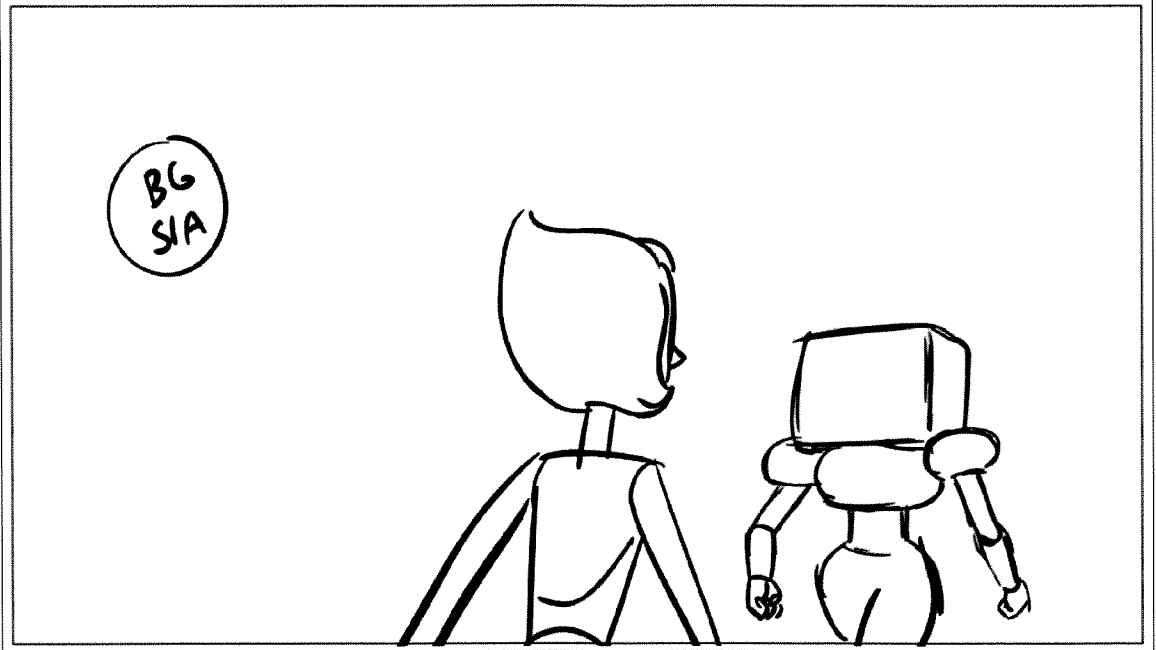
Action Notes

Pearl and Garnet turn to walk.

Slugging

Panels 4 + 5 = 0.10

Scene	Panel
10	5

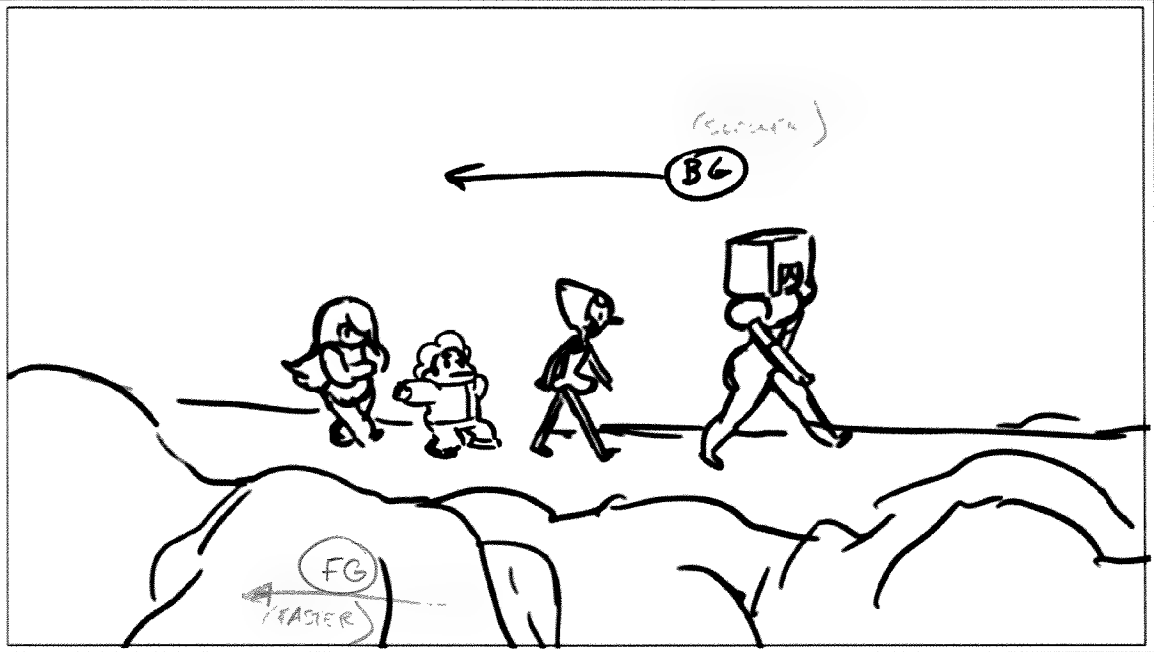


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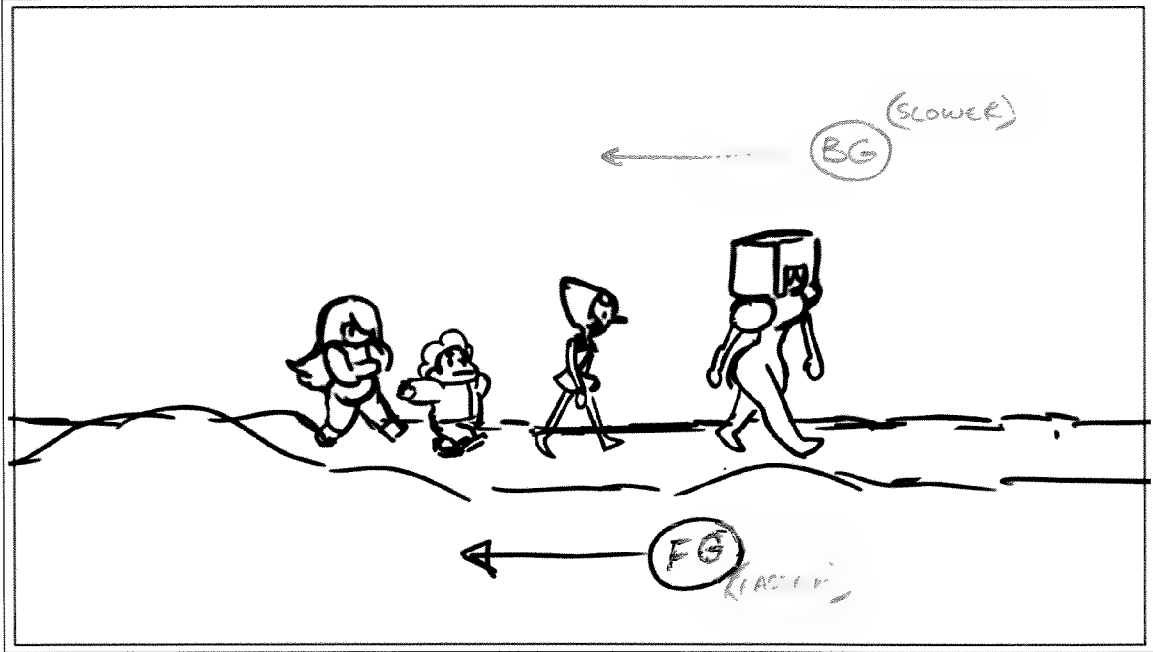
Scene	Panel
11	1



Action Notes
BG pan
cycle characters walk panels 1 and 2

Slugging
0.12

Scene	Panel
11	2



Action Notes
BG pan
cycle characters walk panels 1 and 2

Slugging
1.12

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Scene	Panel
12	1

Dialog

AMETHYST (off-screen): SWISH SWISH...

Action Notes

BG pan

Slugging

2.02

Scene	Panel
12	2

Dialog

AMETHYST (off-screen): SWISH SWISH...

Action Notes

BG pan

Slugging

0.13

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Scene	Panel
12	CONT 3



Dialog
STEVEN: AMETHYST!

Action Notes
stop bg pan
adjust camera west

Slugging
ADJ: 0.06
Then HOLD: 1.03

Scene	Panel
12	CONT 4



Dialog
AMETHYST: SWISH SWISH...

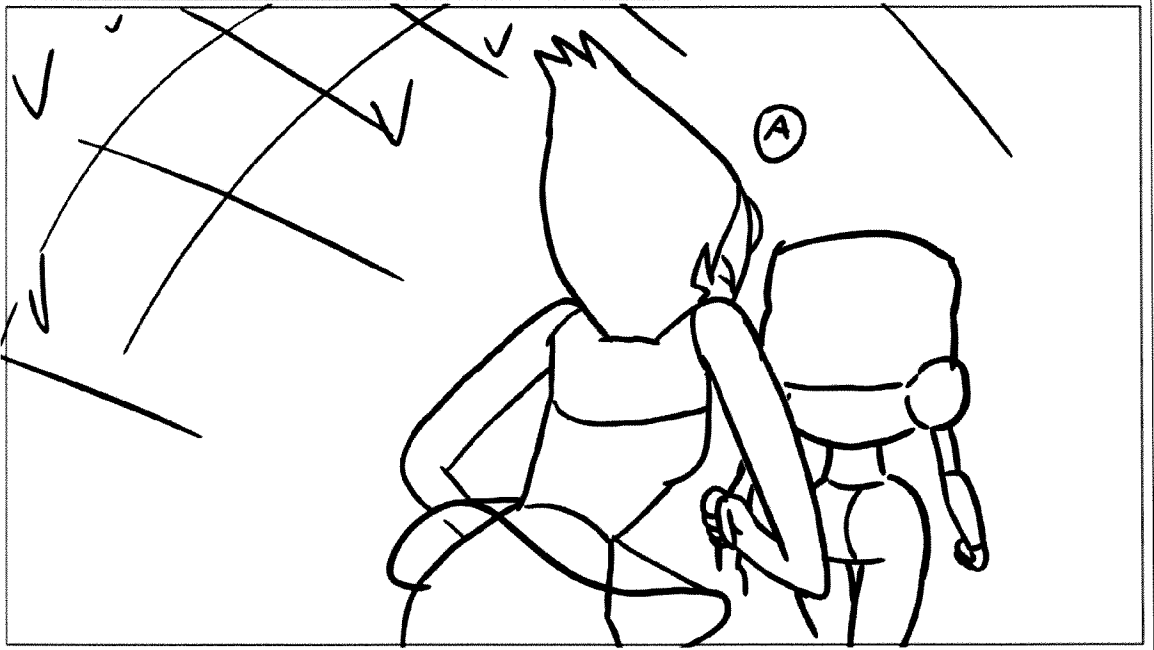
Slugging
1.06

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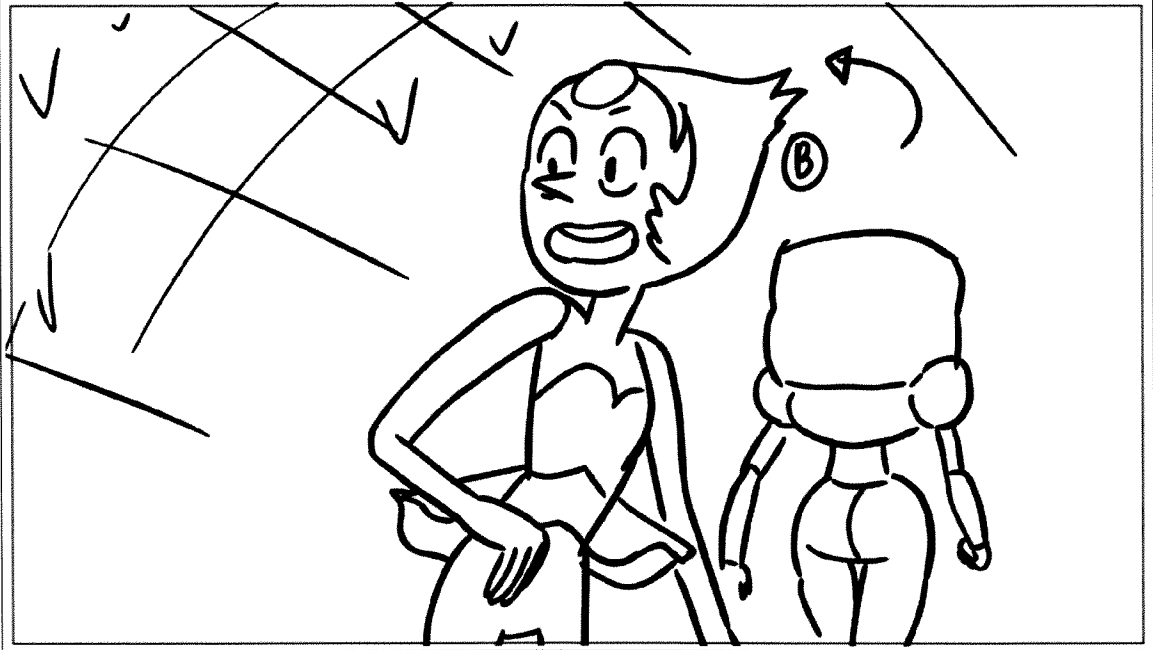
Scene	Panel
13	1



Slugging

0.06

Scene	Panel
13	2



Dialog

PEARL: STEVEN!

Action Notes

Pearl turn to Steven.

Slugging

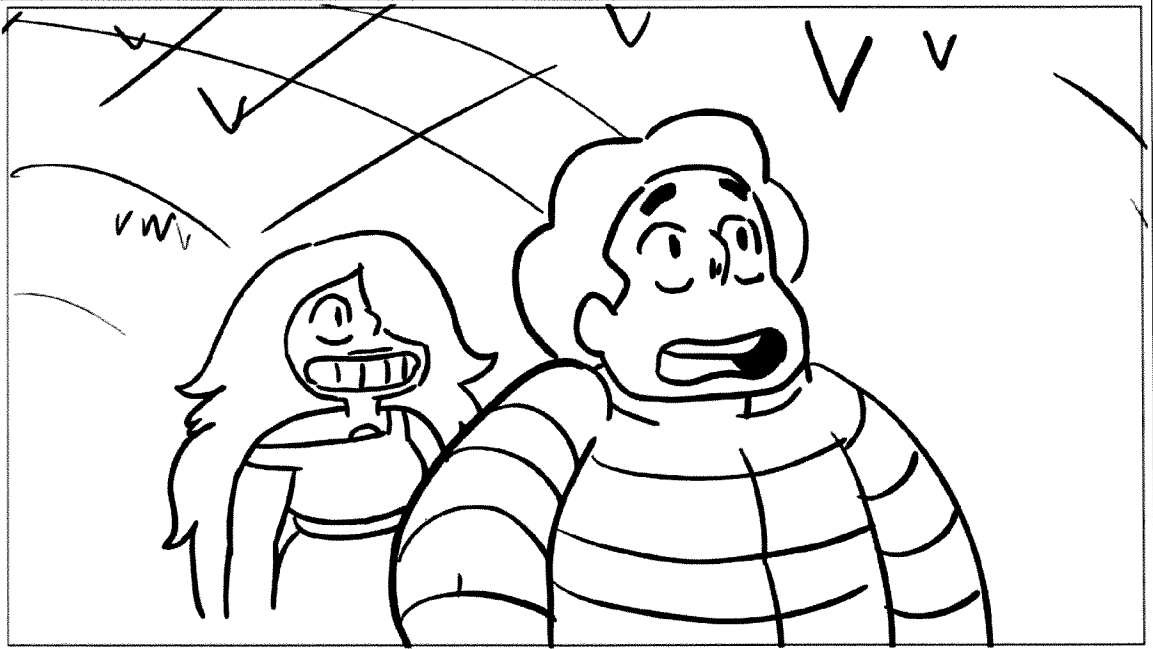
1.07

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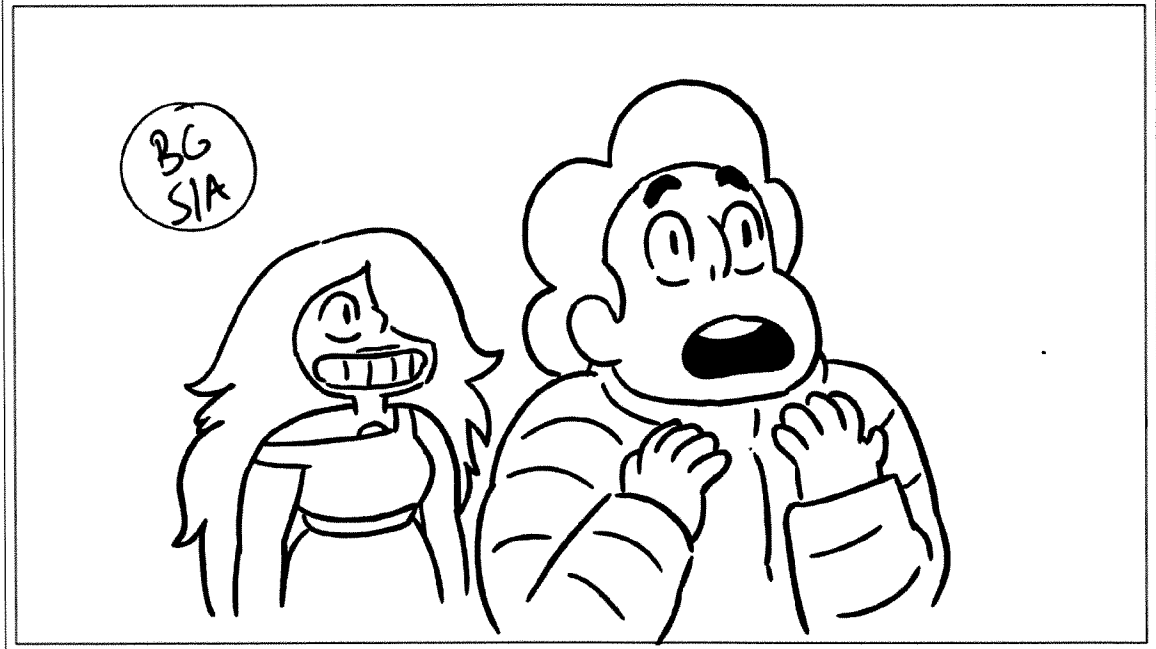
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Scene	Panel
14	1



Slugging
Panels 1 + 2 = 1.15

Scene	Panel
14	2



Dialog
STEVEN: IT WASN'T ME!

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Scene	Panel
14	3
CONT	
Dialog STEVEN: AMETHYST YOU'RE MAKING ME...	
Action Notes Steven turns around	
Slugging 2.00	

Scene	Panel
15	1
Dialog STEVEN: ...LOOK... THREE TINY ROCK PIECES FALL	
Action Notes Rock breaks under Steven	
Slugging 0.06	
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Scene	Panel
15	CONT 2

Dialog

STEVEN: ...BAAAAAAAAA---

Slugging

0.15

Scene	Panel
16	1

Dialog

STEVEN: AHHHHH!

Action Notes

Steven tries to regain balance.

Slugging

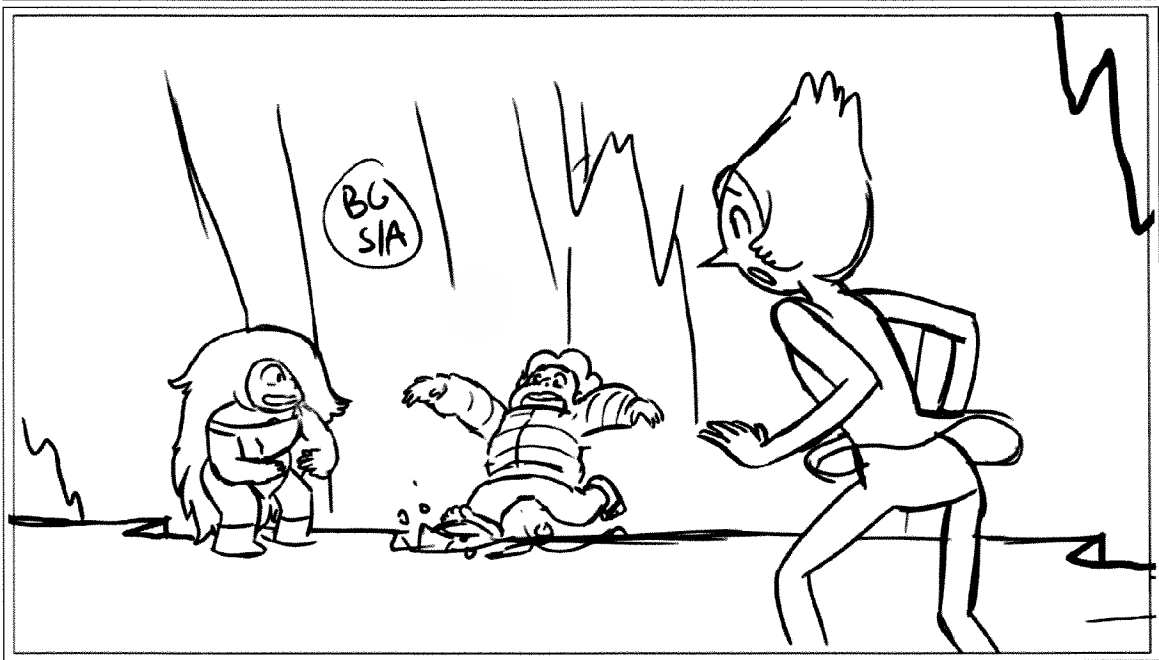
1 to 3 = 1.01

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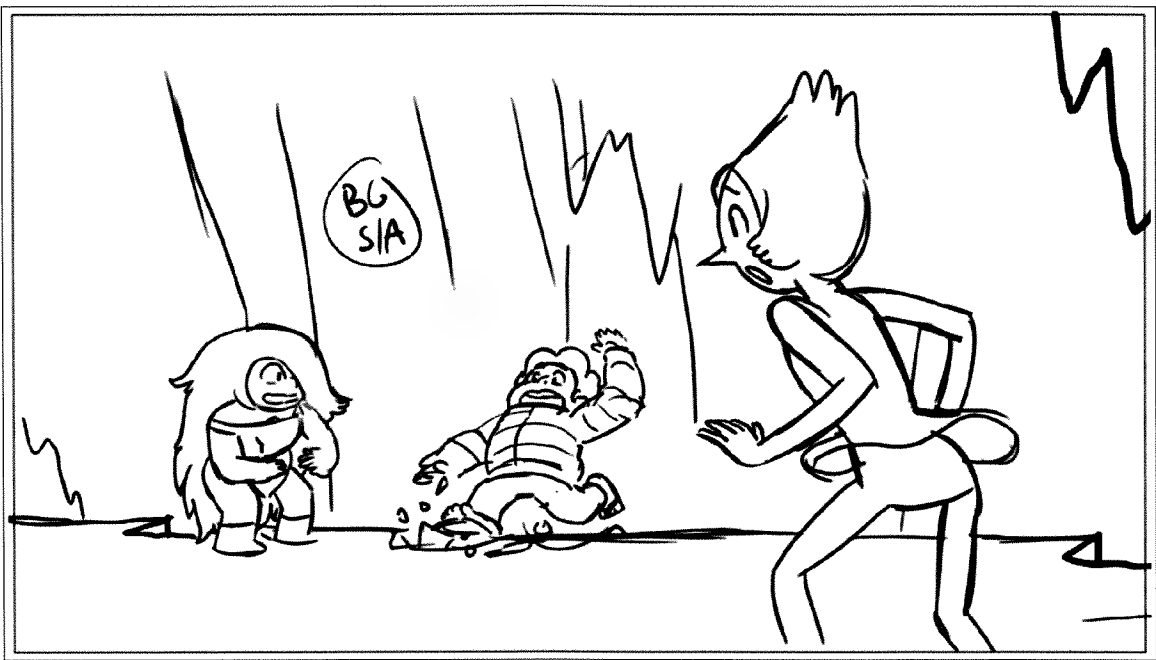
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Scene 16 Panel 2



Dialog
STEVEN: AHHHHH!

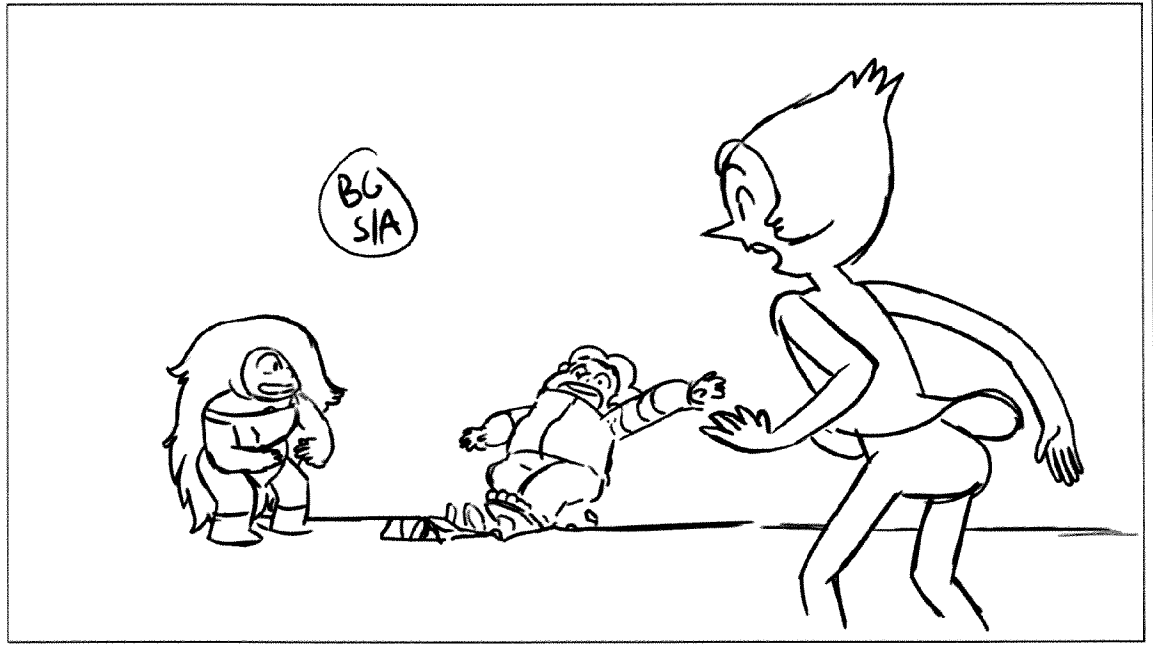
Scene 16 Panel 3



Dialog
STEVEN: AHHHHH!

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Scene 16 Panel 4

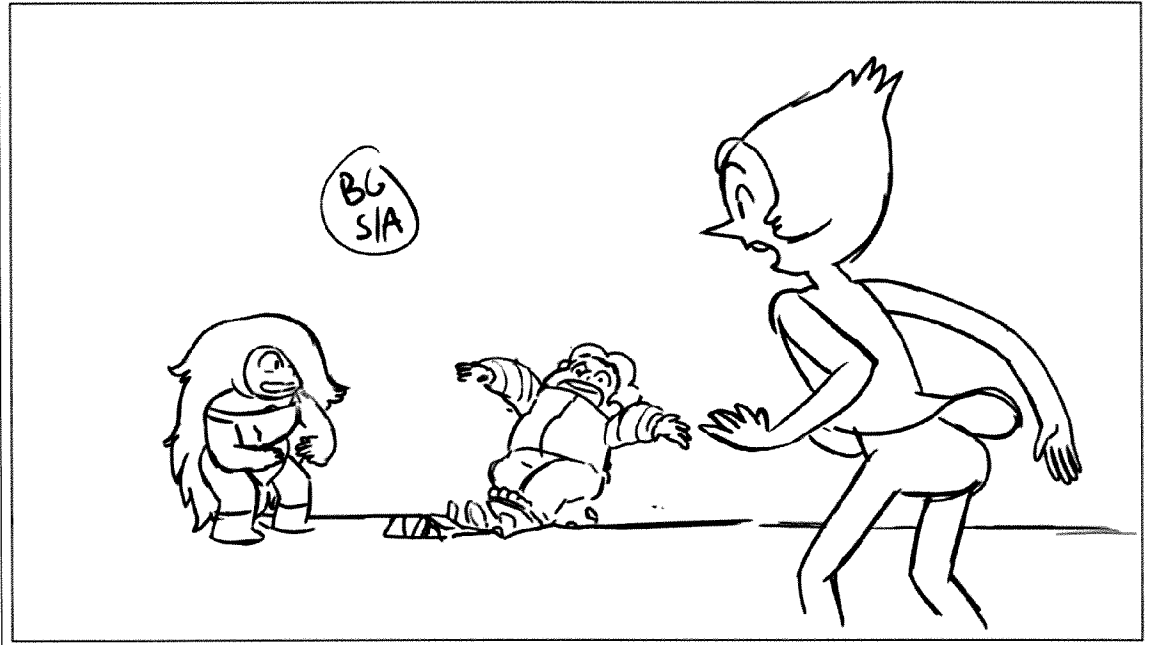


Dialog
PEARL: STEVEN!

STEVEN: AHHHHH!

Slugging
4 to 6 = 2.03

Scene 16 Panel 5



Dialog
PEARL: STEVEN!

STEVEN: AHHHHH!

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1020.009

Scene	Panel
16	CONT 6

Dialog

PEARL: STEVEN!

STEVEN: AHHHHH!

Scene	Panel
16	CONT 7

Dialog

STEVEN: STEALTH!

Slugging

0.15

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Scene	Panel
16	CONT 8

Action Notes
Steven o.s.

Slugging
0.08

Scene	Panel
17	1

Dialog
STEVEN: (*FALLING) AAAAH!

Action Notes
Steven falls down pit.

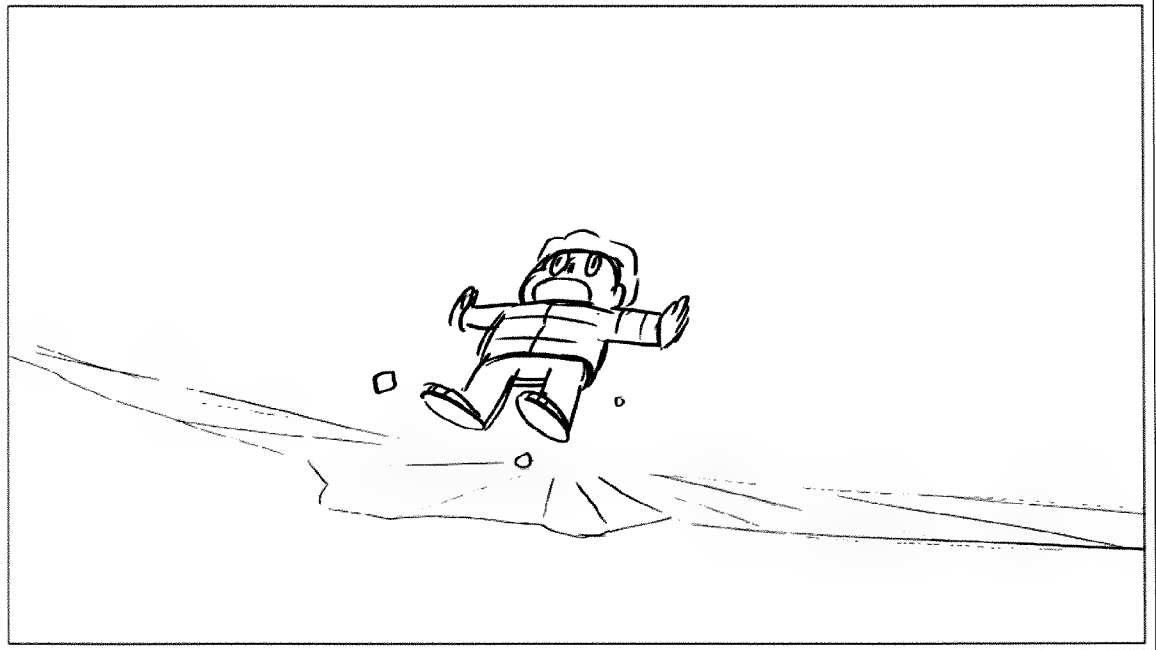
Slugging
0.04

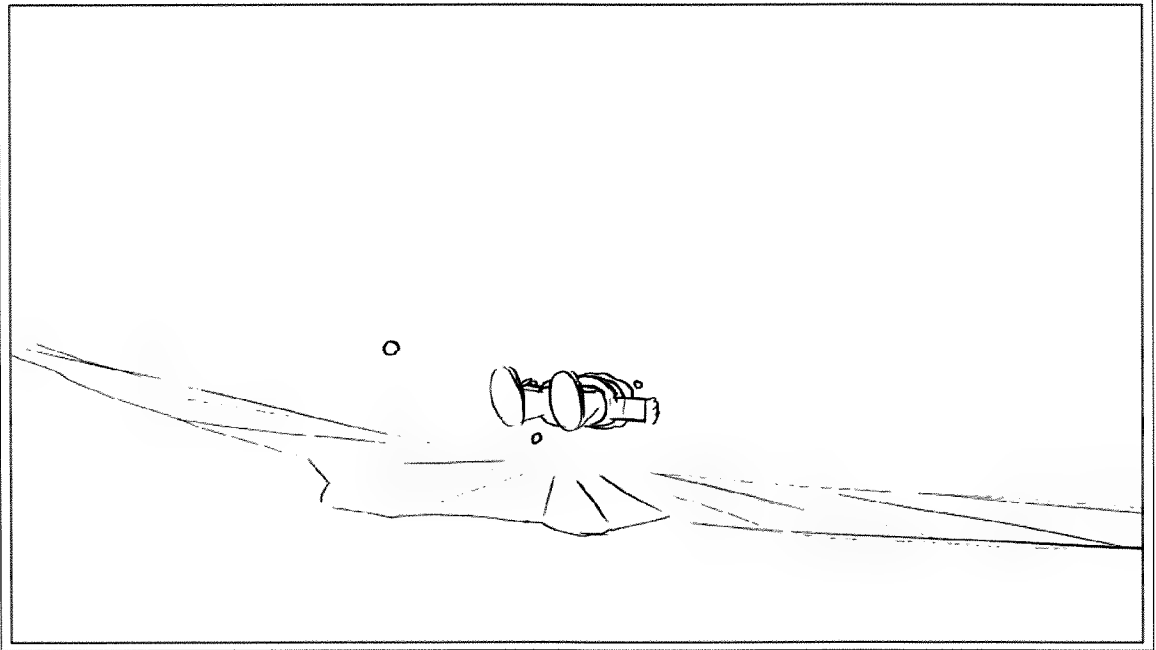
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Scene	Panel
17	cont 2
	
Dialog STEVEN: (*FALLING) AAAAH!	
Slugging 0.05	

Scene	Panel
17	cont 3
	
Dialog STEVEN: (*FALLING) AAAAH!	
Slugging 0.10	

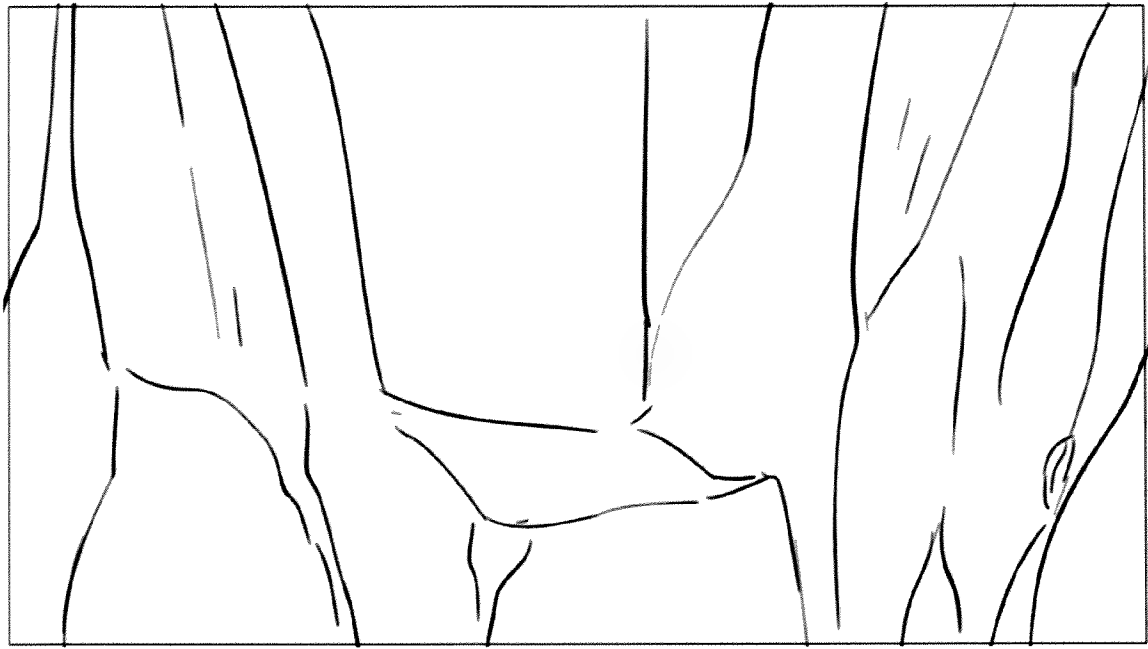
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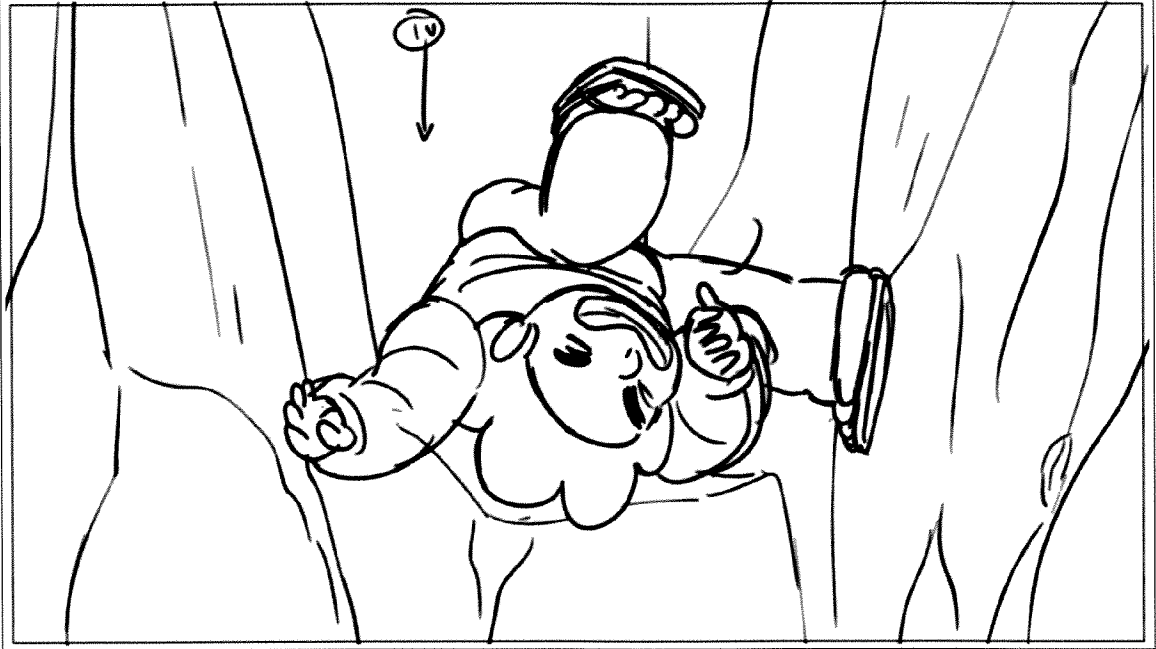
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Scene	Panel
18	1



Slugging
0.10

Scene	Panel
18	2



Action Notes
Steven hits rock as he falls.

Slugging
0.04

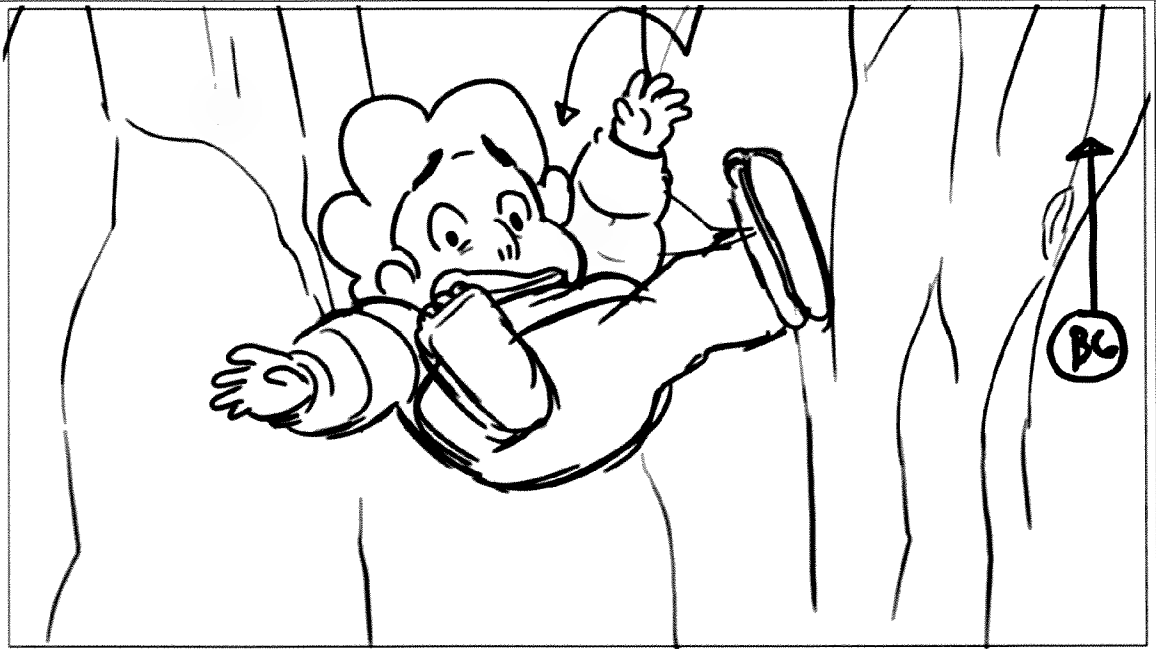
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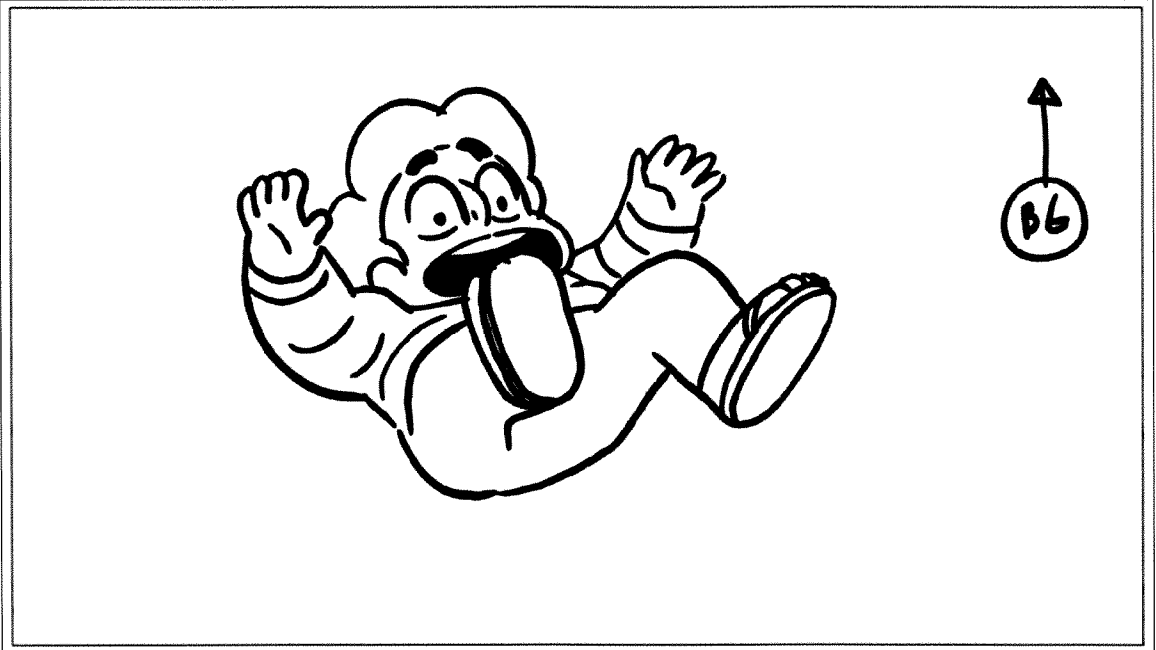
Scene	Panel
18	<i>cont</i> 3



Action Notes
BG pan

Slugging
0.05

Scene	Panel
18	<i>cont</i> 4



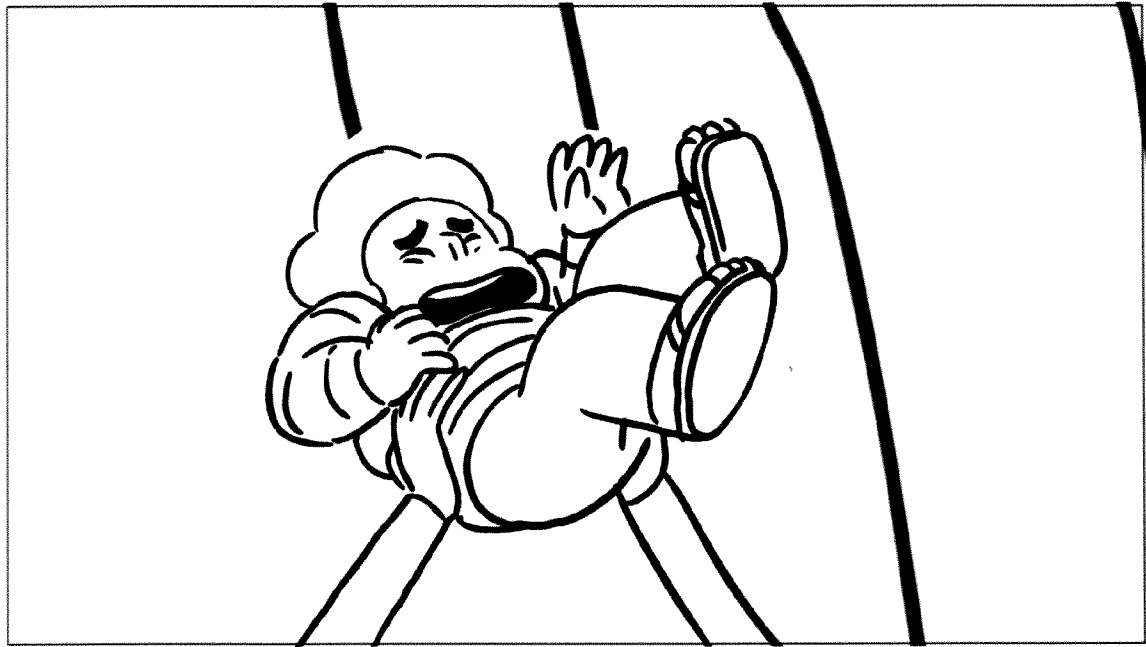
Dialog
STEVEN: (*FALLING) AAAAH!

Action Notes
BG pan

Slugging
0.09

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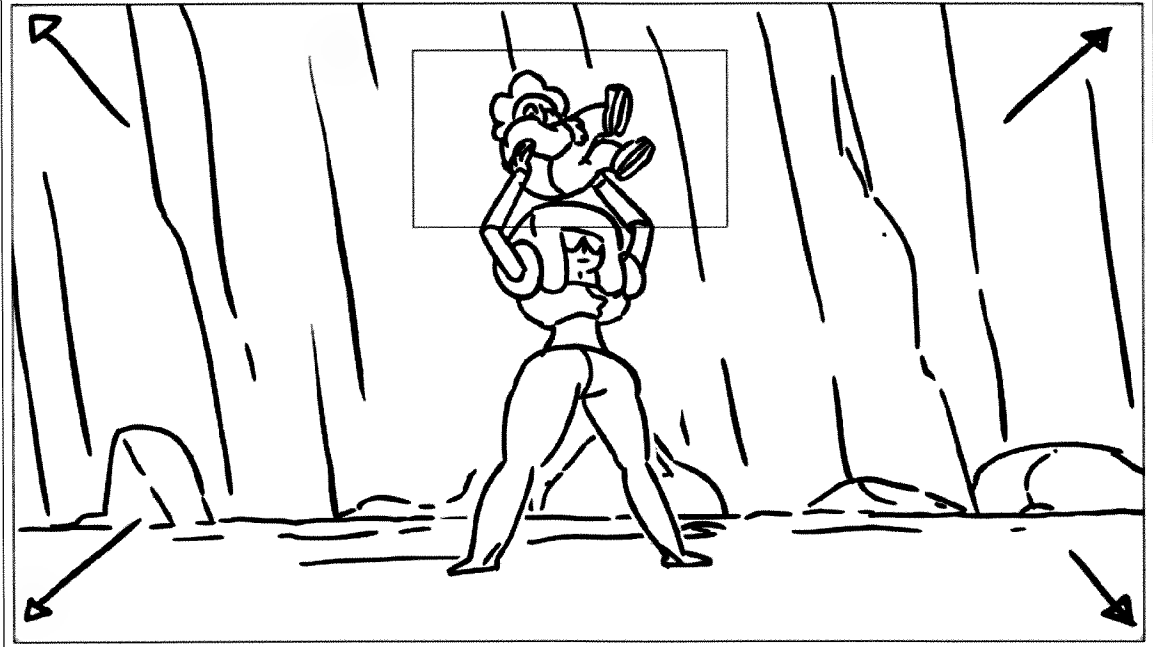
Scene	Panel
18	CONT 5



Action Notes
Steven is caught by Garnet.
stop bg pan

Slugging
0.13

Scene	Panel
18	CONT 6



Dialog
STEVEN: HOW'D YOU DO THAT??

Action Notes
widen for Garnet

Slugging
ADJ: 0.10
Then HOLD: 2.14

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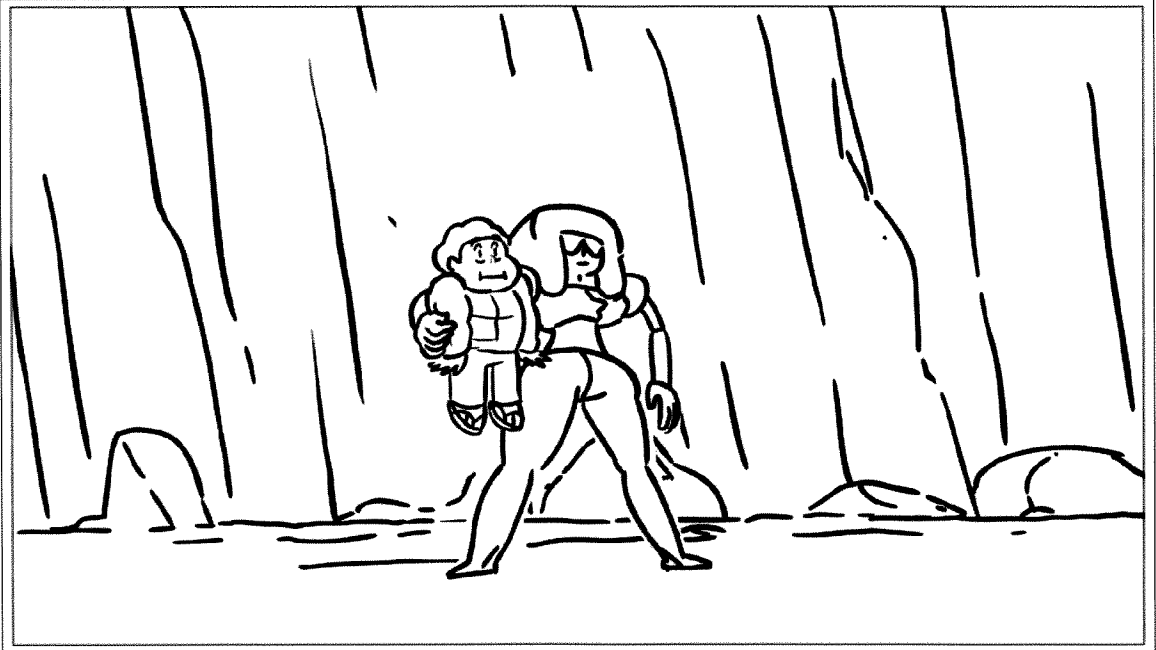
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Scene	Panel
	18 CONT
	7



Slugging
0.05

Scene	Panel
	18 CONT
	8



Slugging
1.03

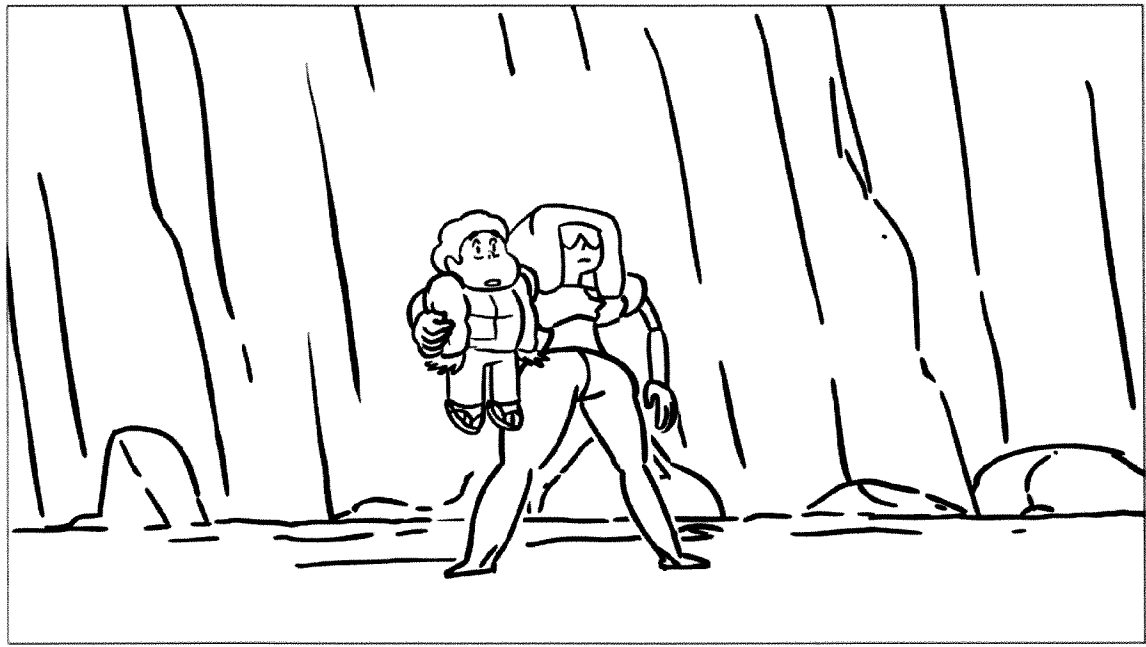
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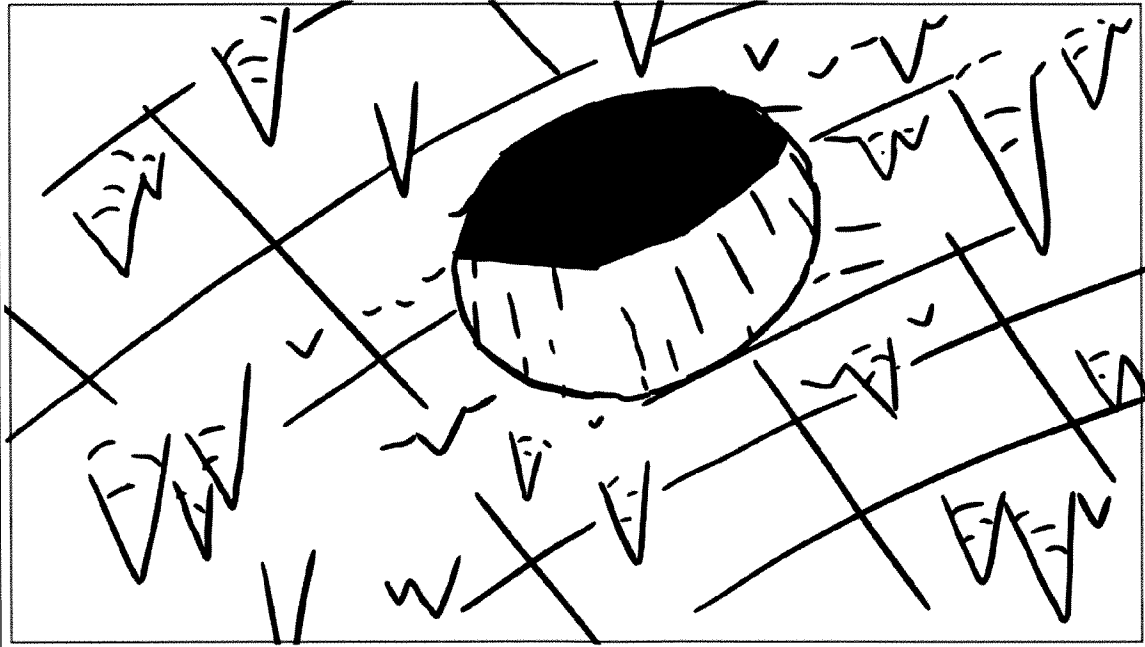
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Scene	Panel
18	CONT 9




Slugging
1.02

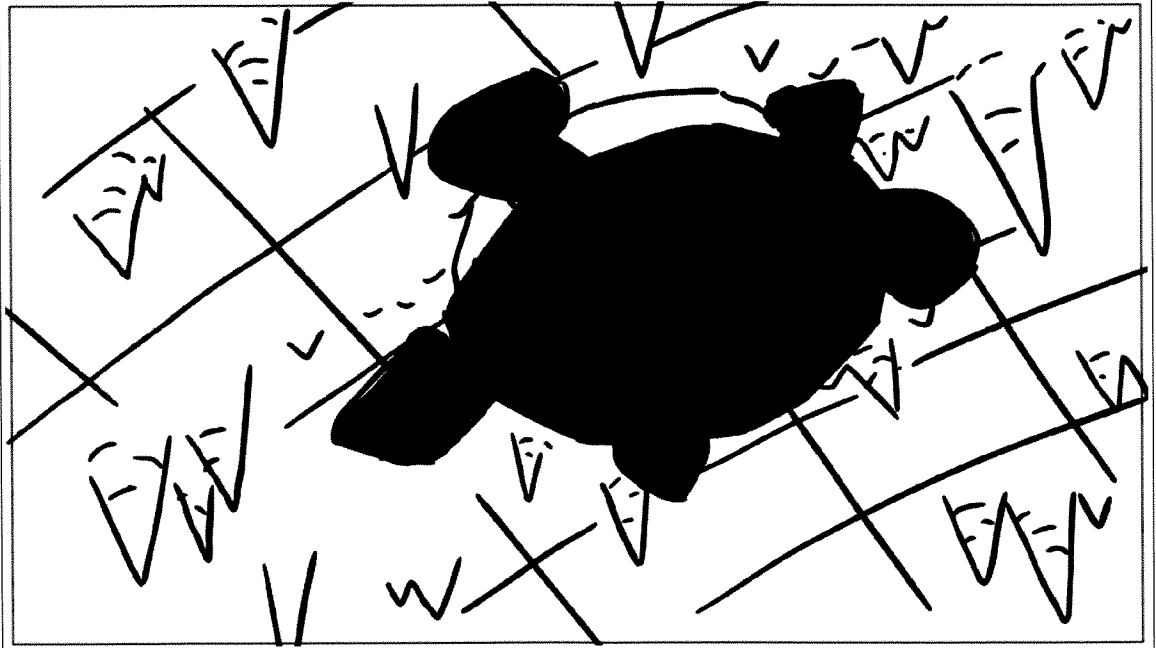
Scene	Panel
19	1



Slugging
0.06

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Scene	Panel
19	CONT 2
	
<p>Action Notes</p> <p>monster emerges from hole</p>	
<p>Slugging</p> <p>0.13</p>	

Scene	Panel
19	CONT 3
	
<p>Slugging</p> <p>0.08</p>	
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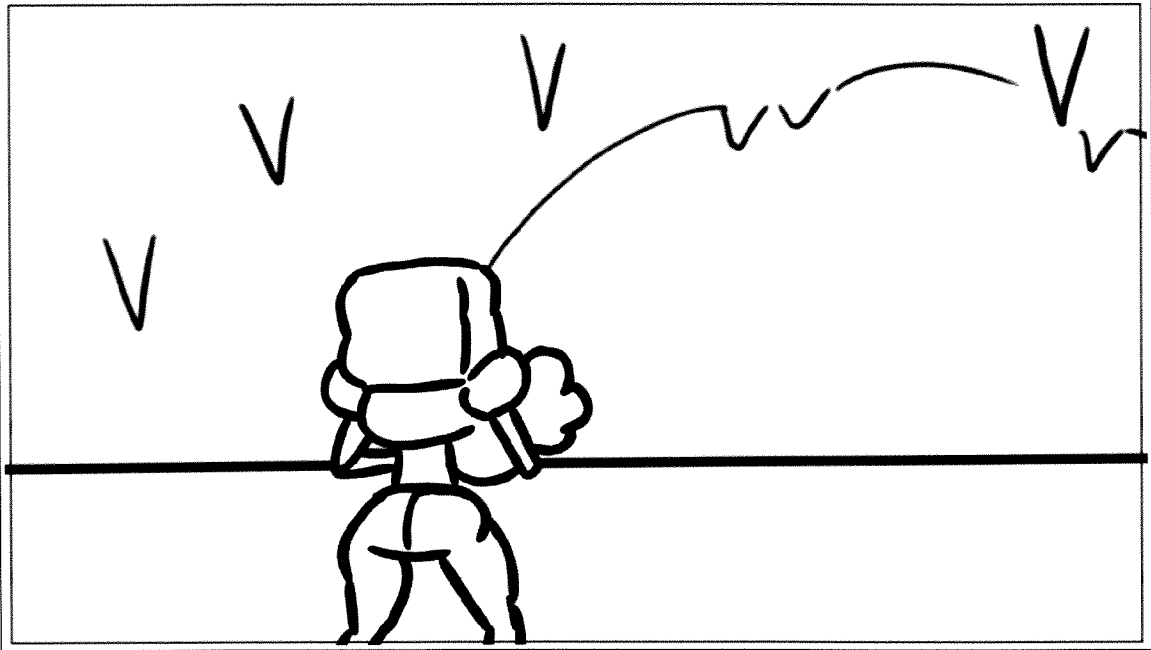
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Scene	Panel
19	cont 4



Slugging
0.07

Scene	Panel
20	1



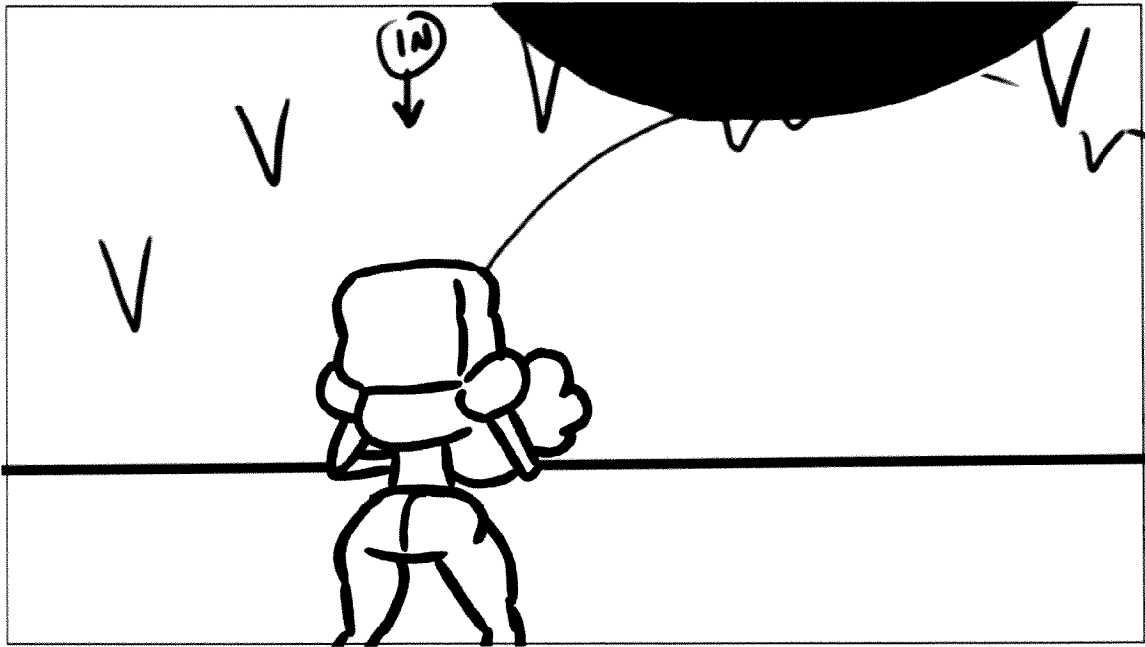
Slugging
0.04

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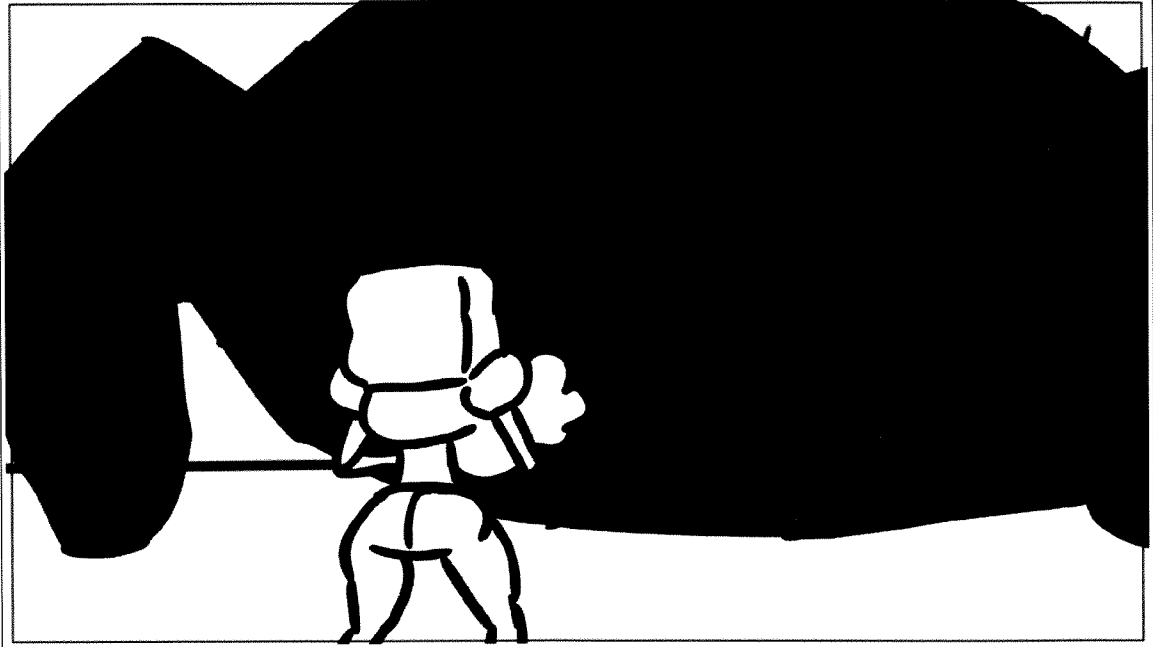
Scene 20 Panel 2
CONT



Action Notes
monster into scene

Slugging
0.04

Scene 20 Panel 3
CONT



Action Notes
camera shake

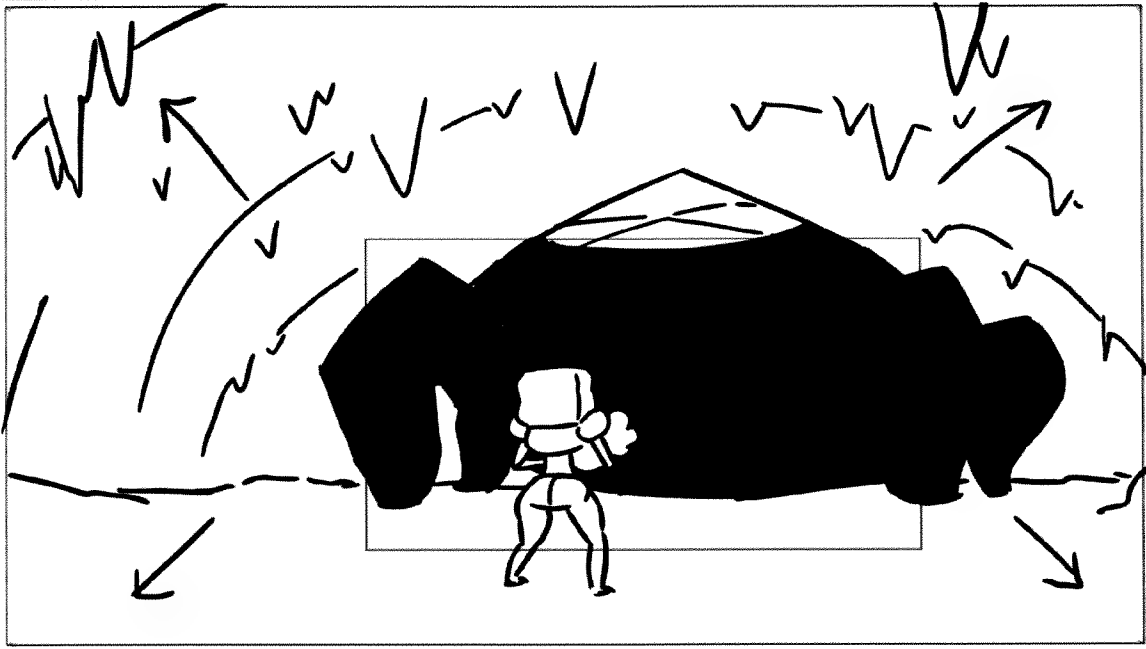
Slugging
1.03

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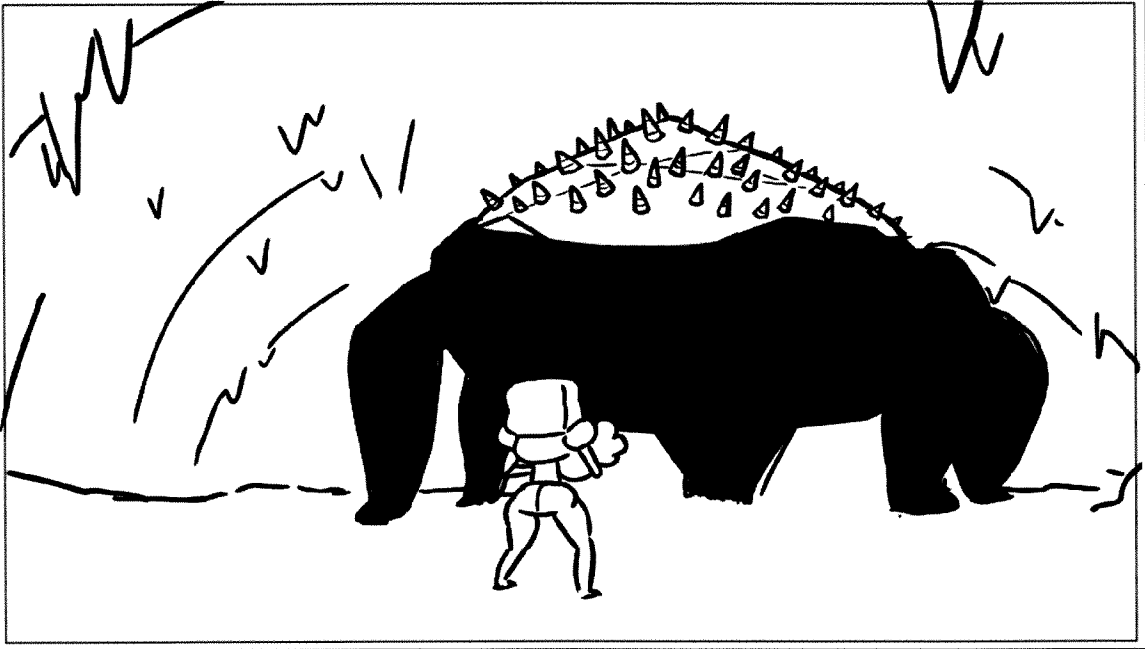
Scene	Panel
20	cont
4	



Action Notes
zoom out

Slugging
ADJ: 0.05
Then HOLD: 0.14

Scene	Panel
20	cont
5	



Action Notes
slam zoom out
camera shake

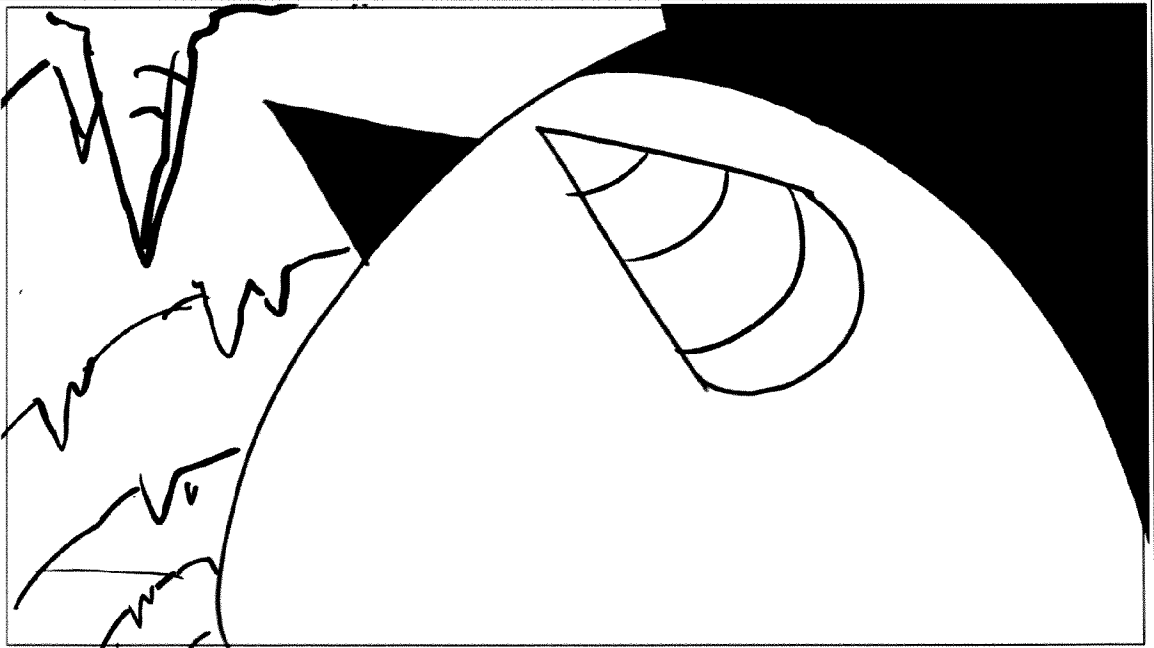
Slugging
1.12

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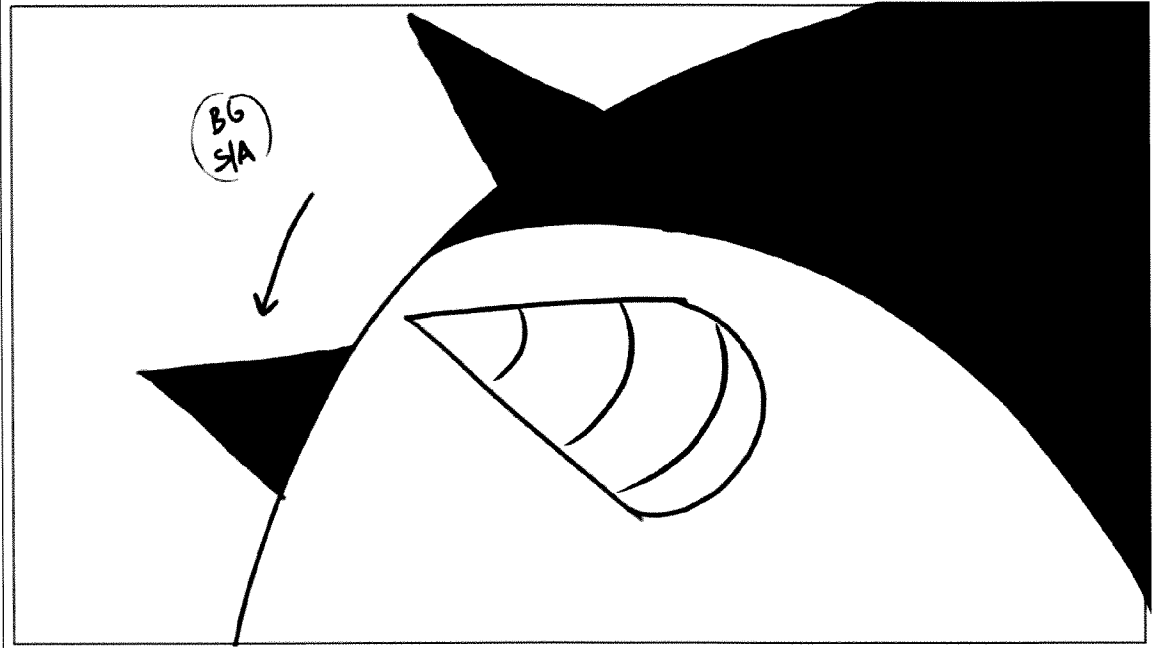
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Scene	Panel
21	1



Slugging
0.06

Scene	Panel
21	2



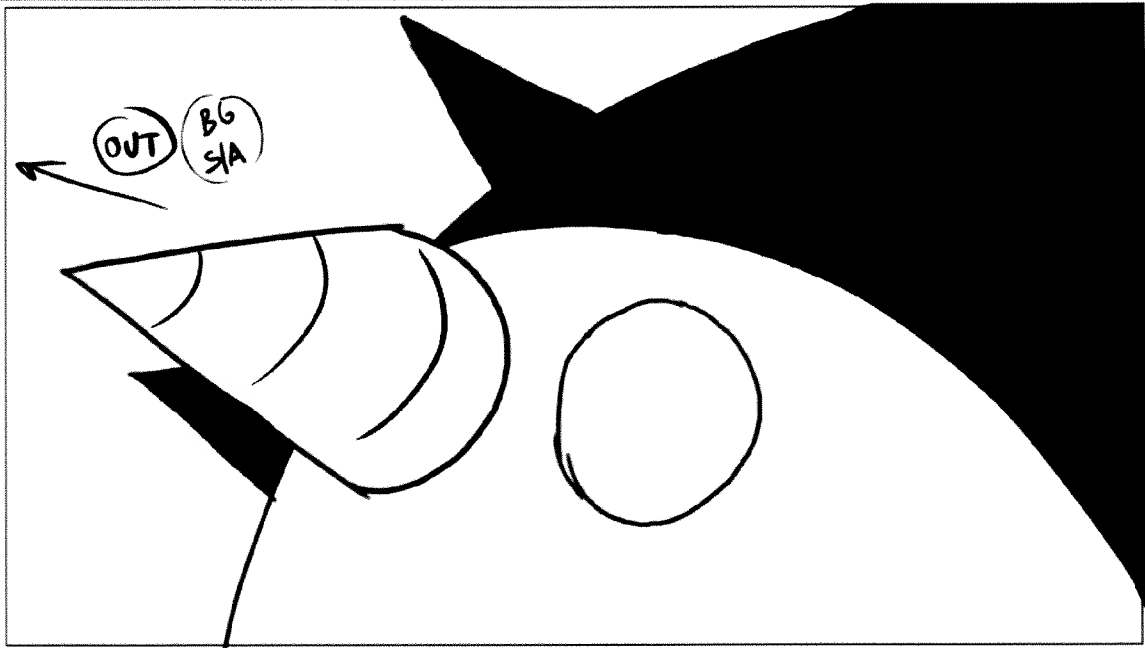
Slugging
1.02

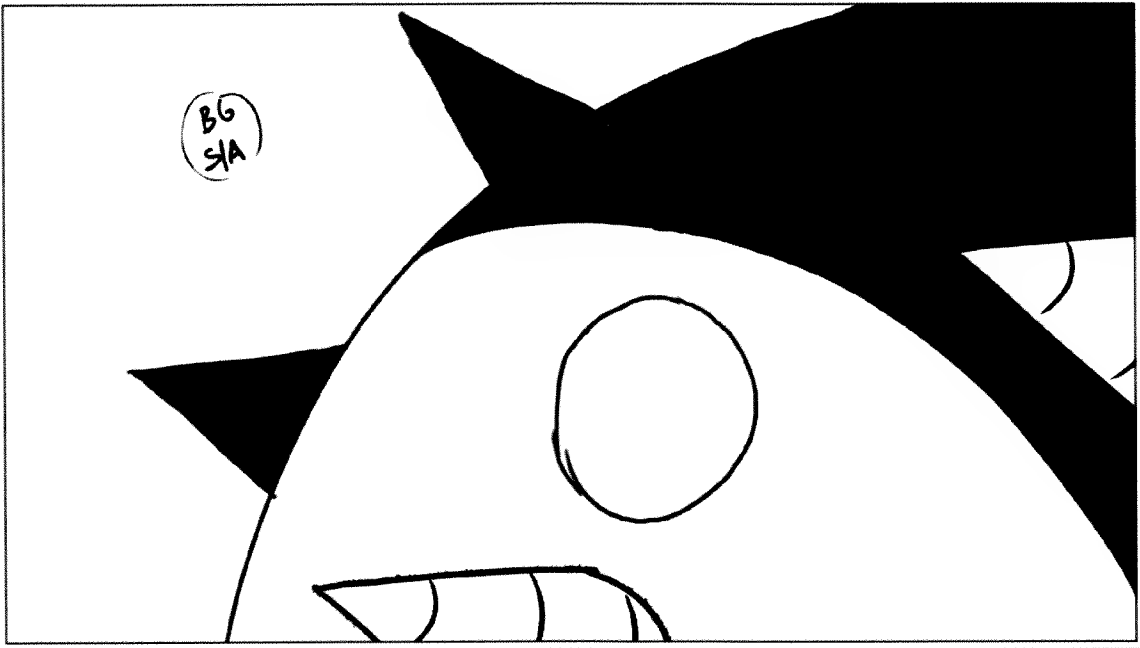
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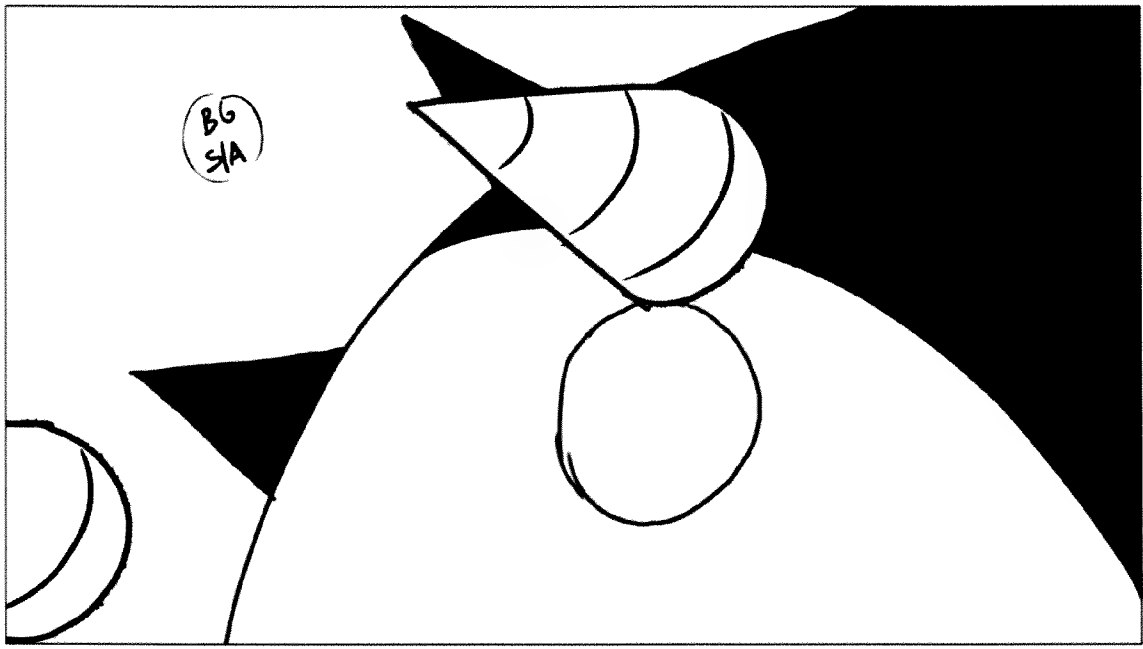
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Scene	21	Panel	3
<i>CONT</i>			
			
<p>Action Notes</p> <p>Monster shoots spikes go o.s.</p>			
<p>Slugging</p> <p>0.02</p>			

Scene	21	Panel	4
<i>CONT</i>			
			
<p>Slugging</p> <p>0.02</p>			
<p>JUN 17 2013</p>			

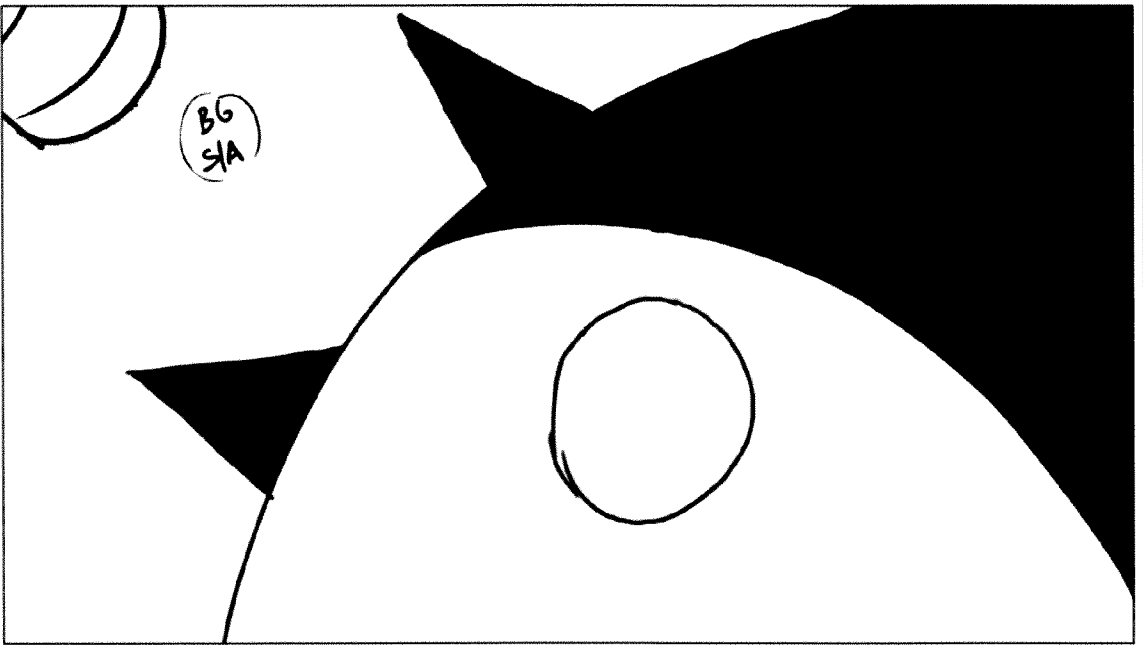
Scene	Panel
21	cont 5



Action Notes
spikes go o.s.

Slugging
0.02

Scene	Panel
21	cont 6



Action Notes
spikes go o.s.

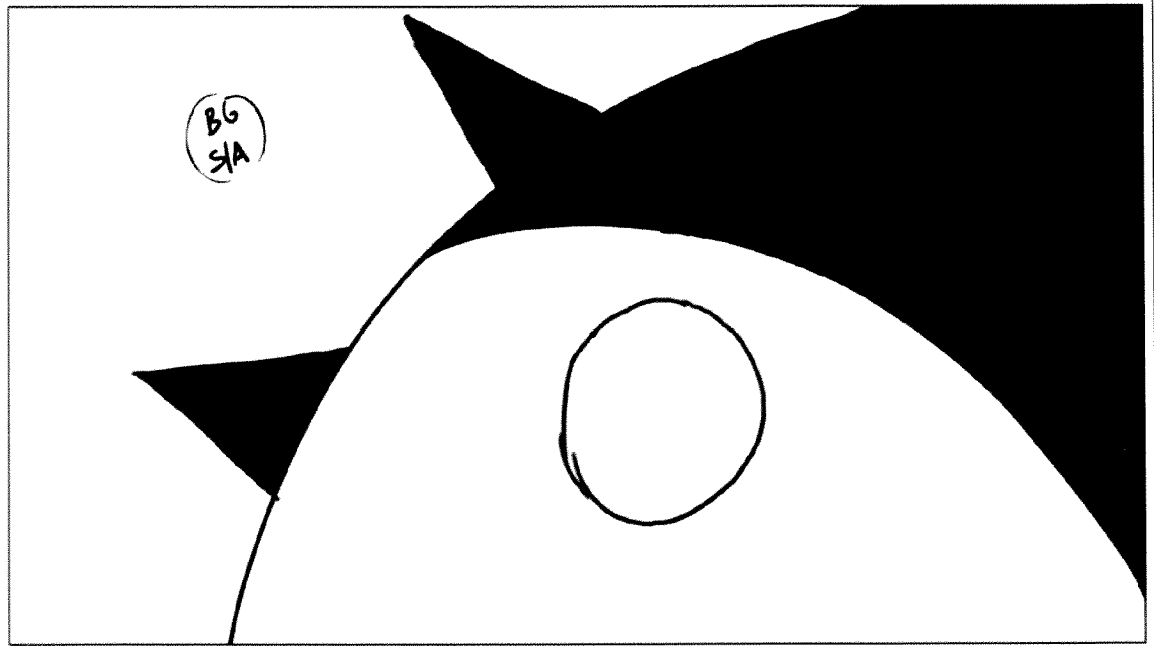
Slugging
0.02

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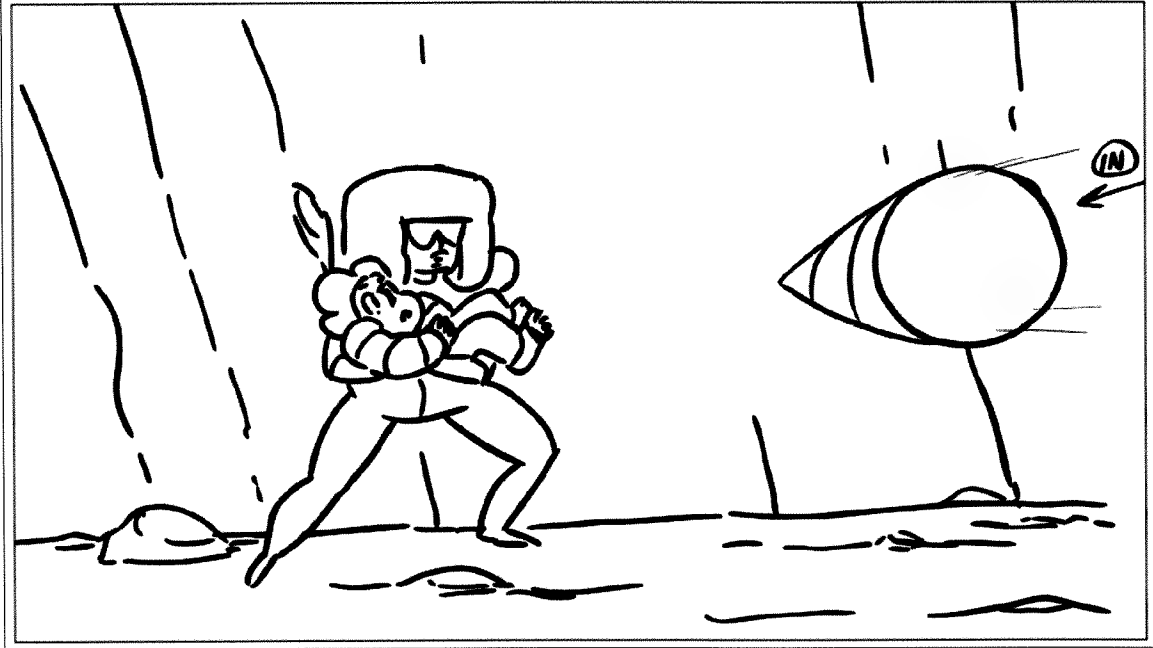
1020.009

Scene	Panel
21	7



Slugging
0.03

Scene	Panel
22	1



Action Notes
spikes into scene

* YOU CAN HAND-DRAW
BLUR IN BETWEEN ON SPIKES

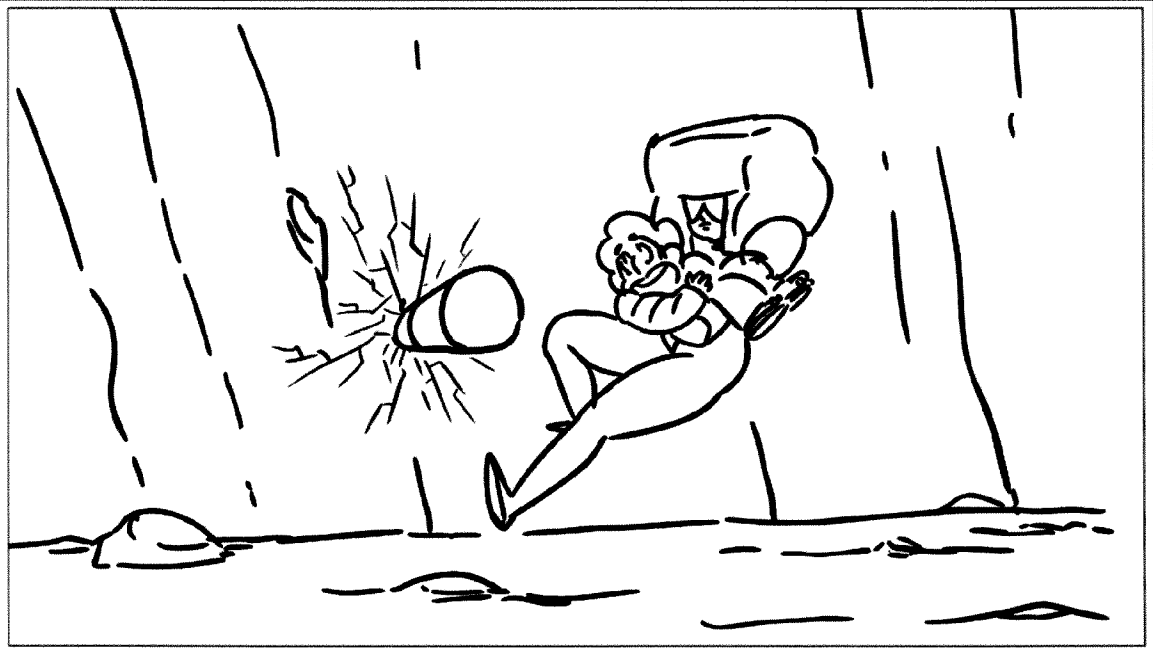
Slugging
0.04

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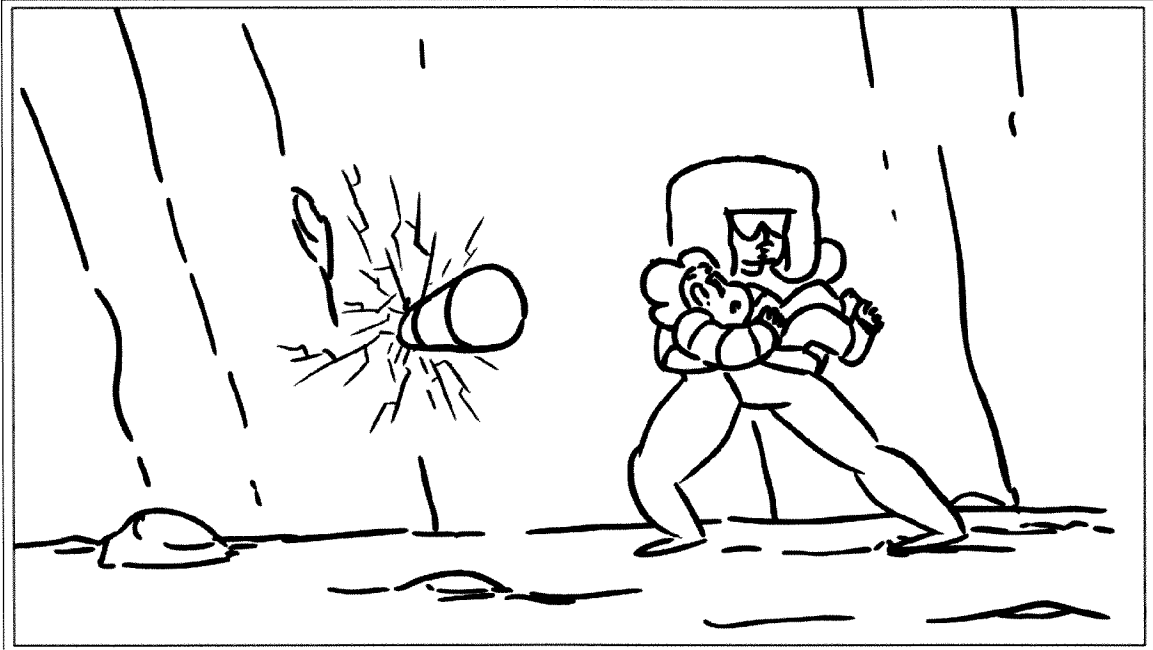
Scene	Panel	
22	CONT	2



Action Notes
Garnet dodges spikes.

Slugging
0.02

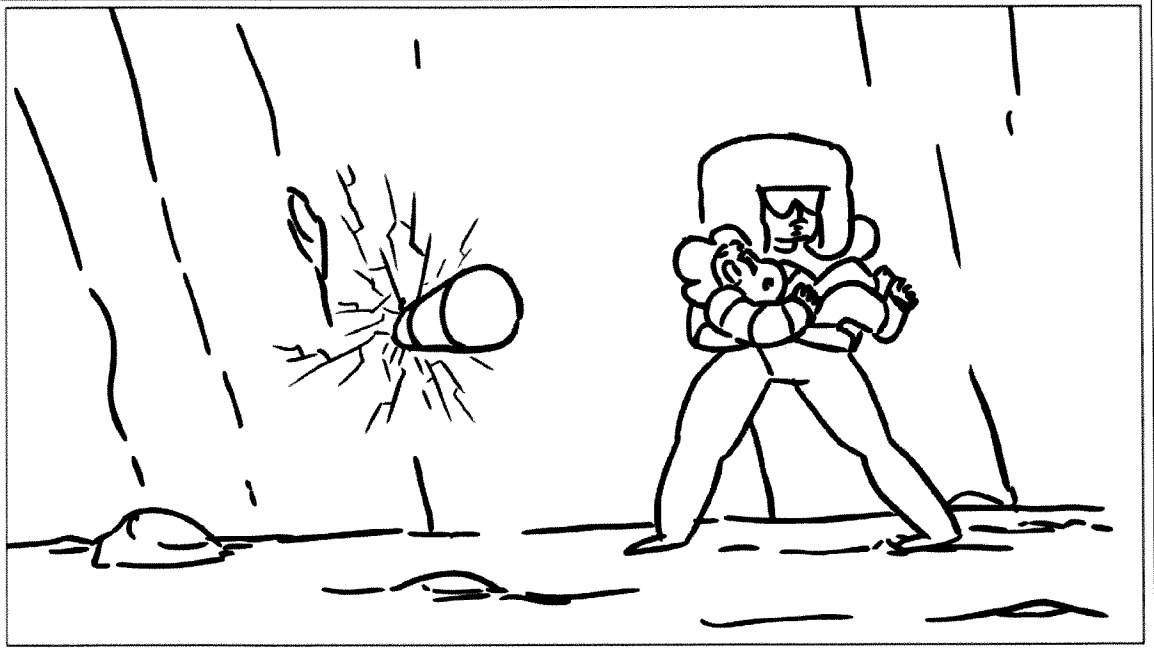
Scene	Panel	
22	CONT	3



Slugging
0.02

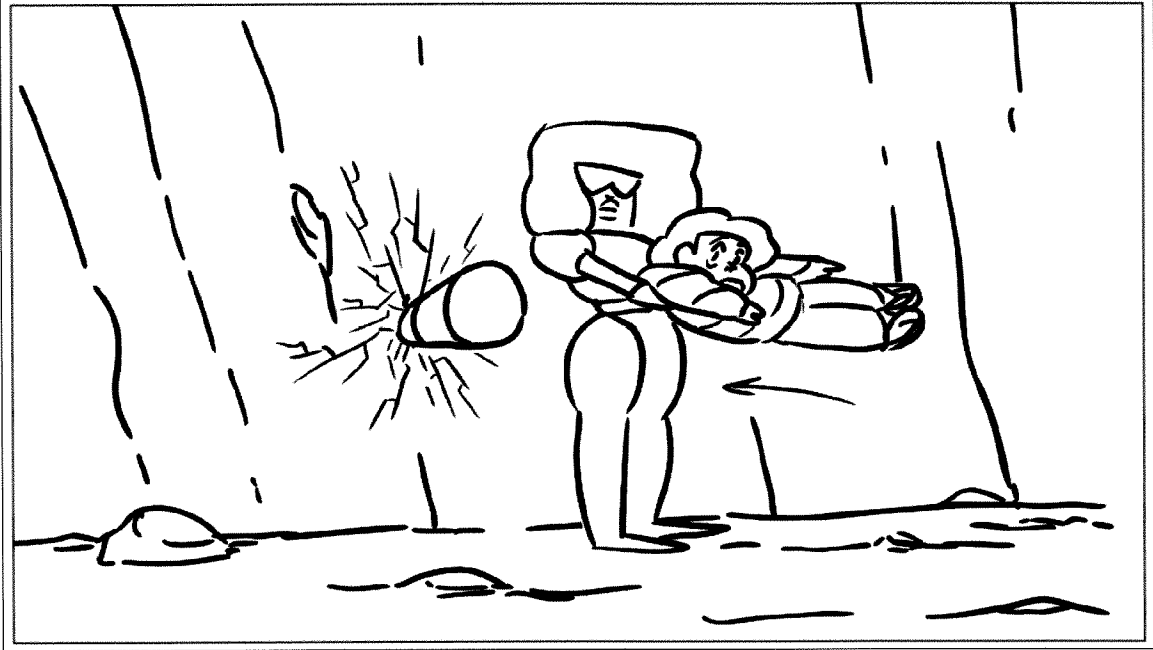
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Scene	Panel	
22	cont	4



Slugging
0.08

Scene	Panel	
22	cont	5



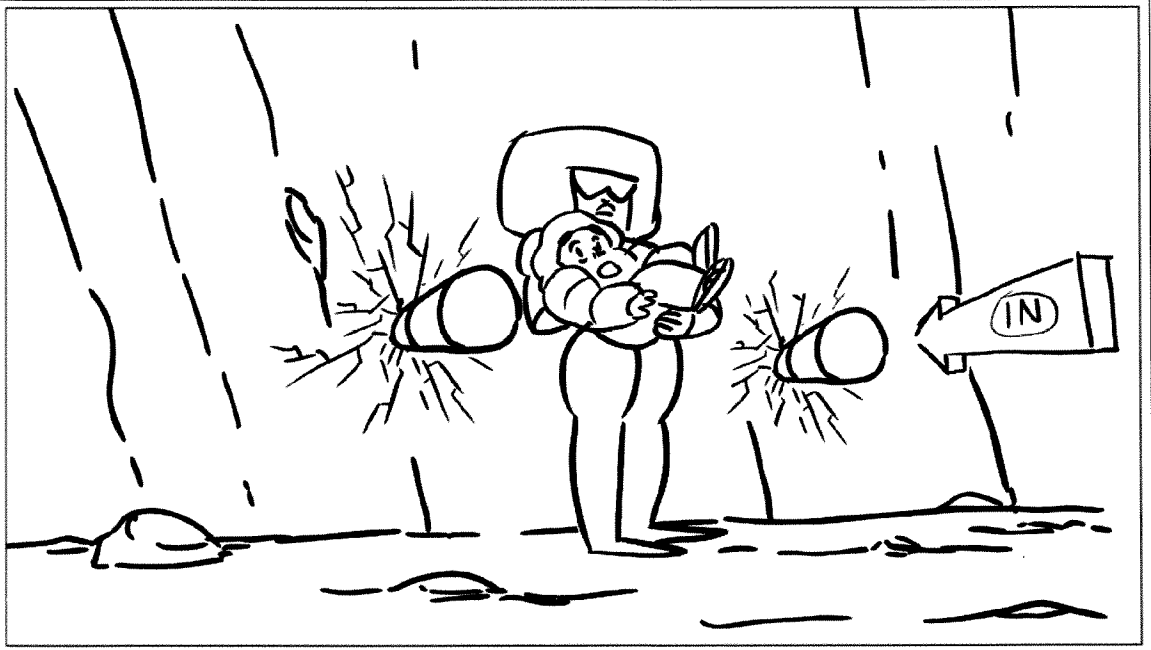
Slugging
0.04

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1020.009

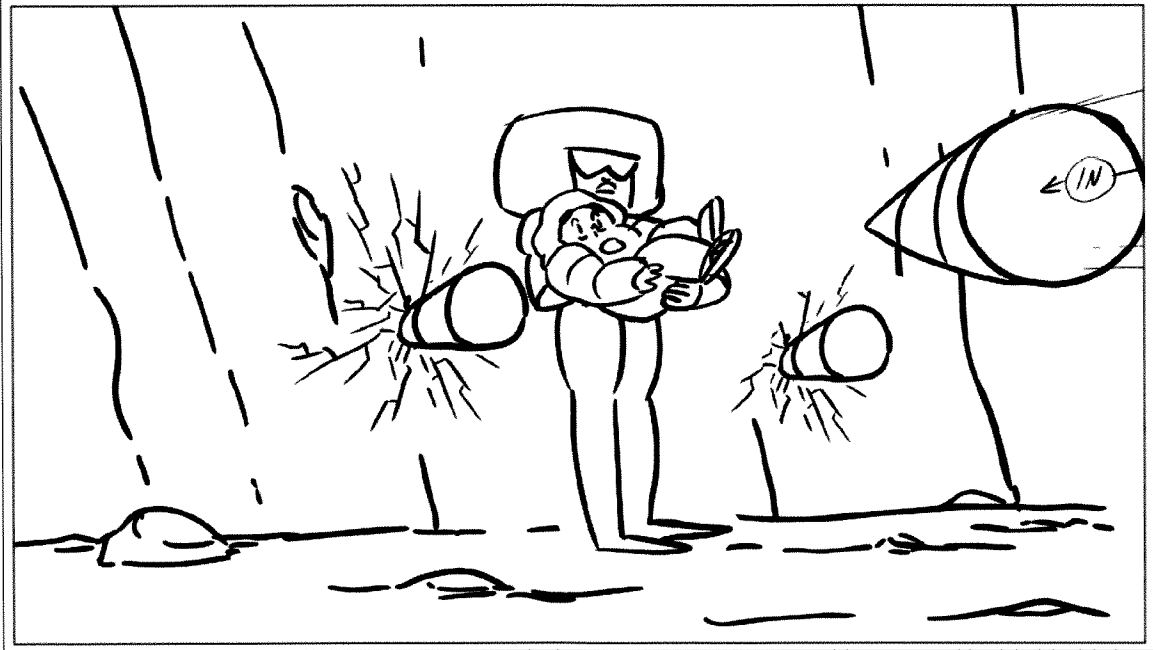
Scene	Panel
22	<i>CONT</i>
	6



Action Notes
spikes into scene

Slugging
0.08

Scene	Panel
22	<i>cont</i>
	7



Action Notes
spikes into scene

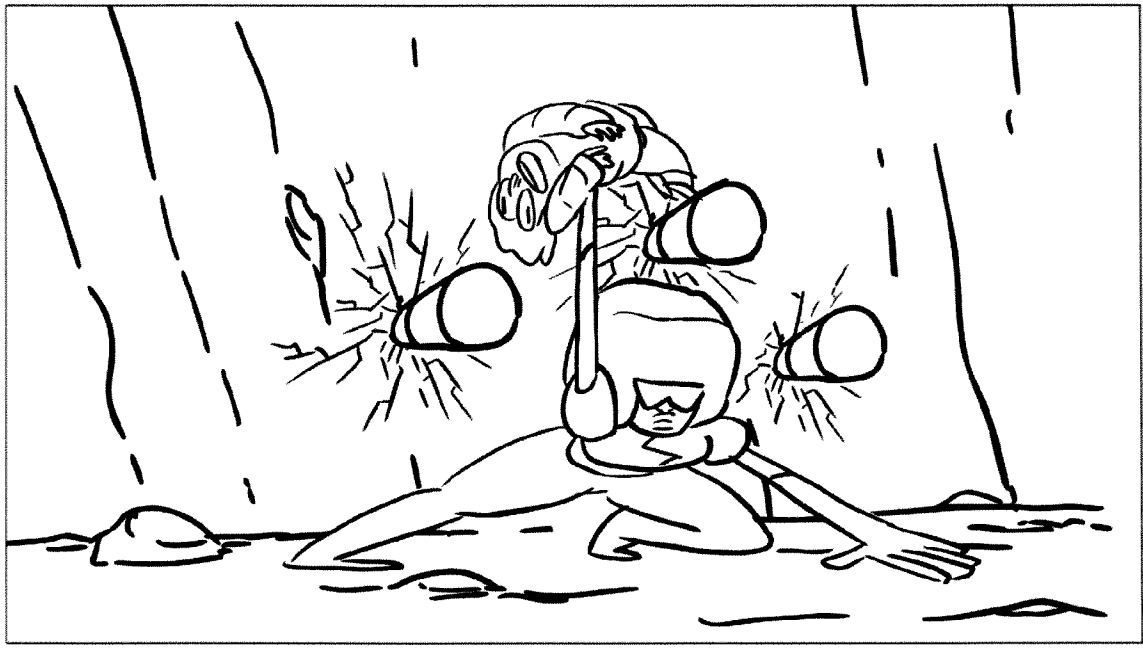
Slugging
0.02

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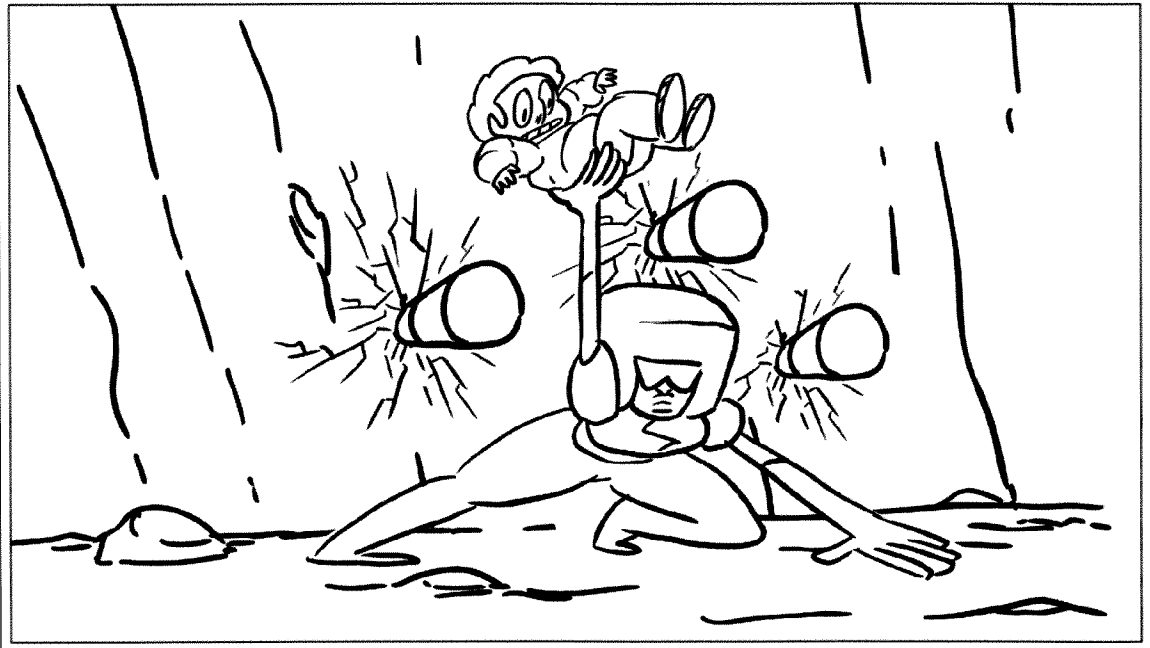
1020.009

Scene 22 Panel 8



Slugging
0.02

Scene 22 Panel 9



Slugging
0.15

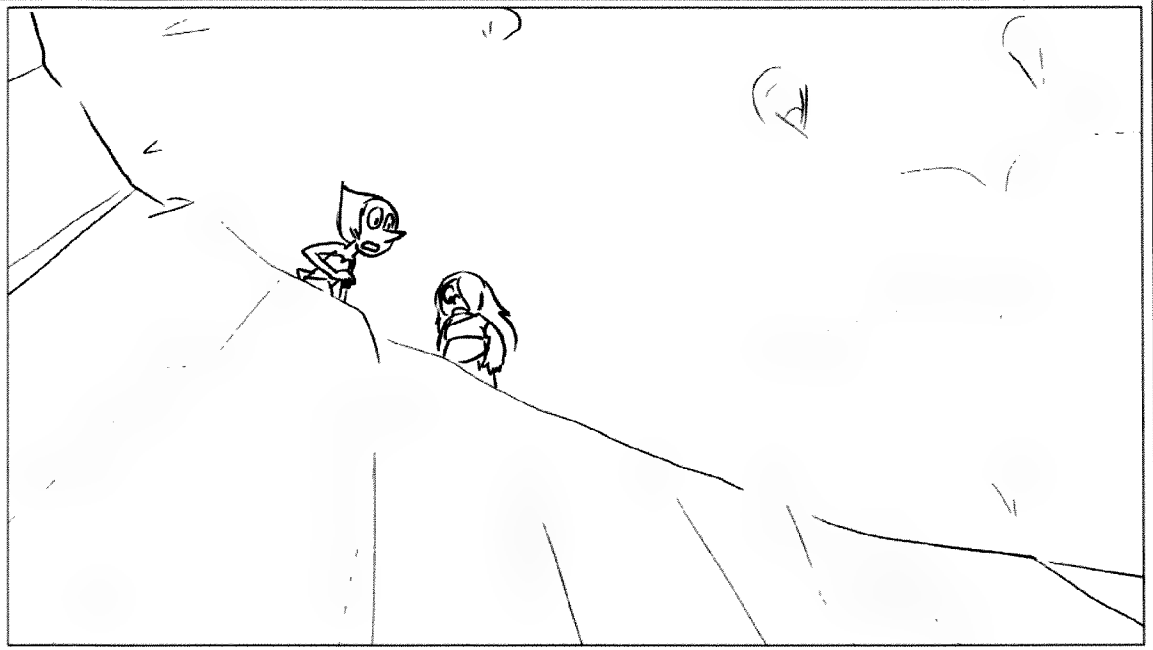
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1020.009

1020.009

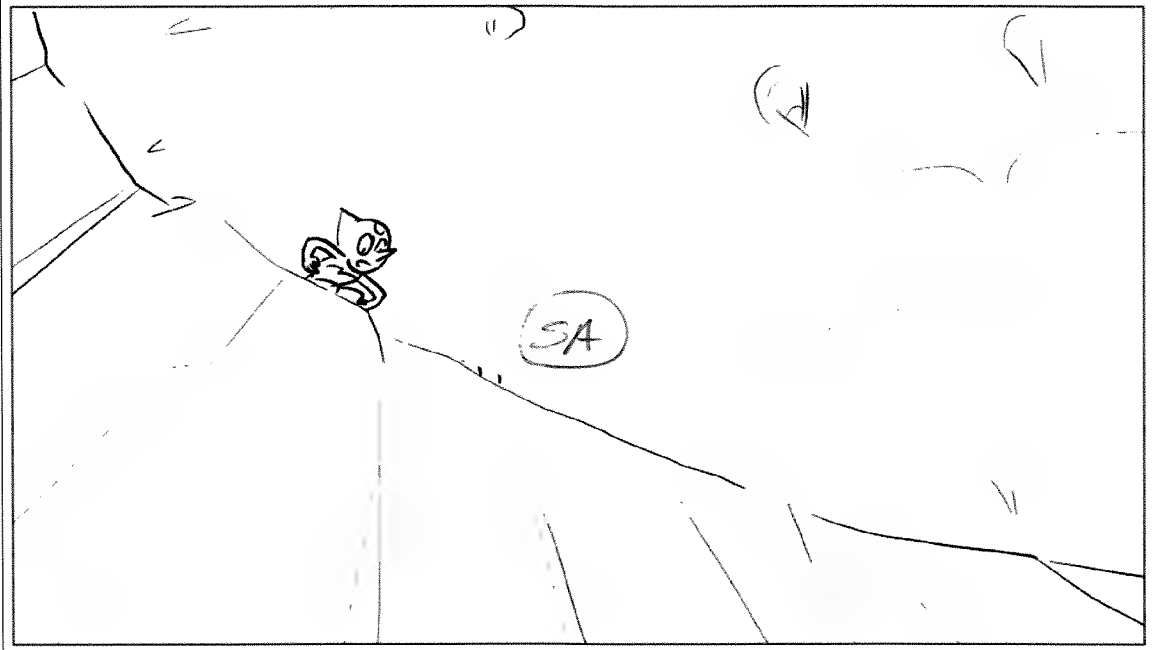
Scene	Panel
23	1



Dialog
PEARL + AMETHYST: STEVEN!

Slugging
0.13

Scene	Panel
23	2



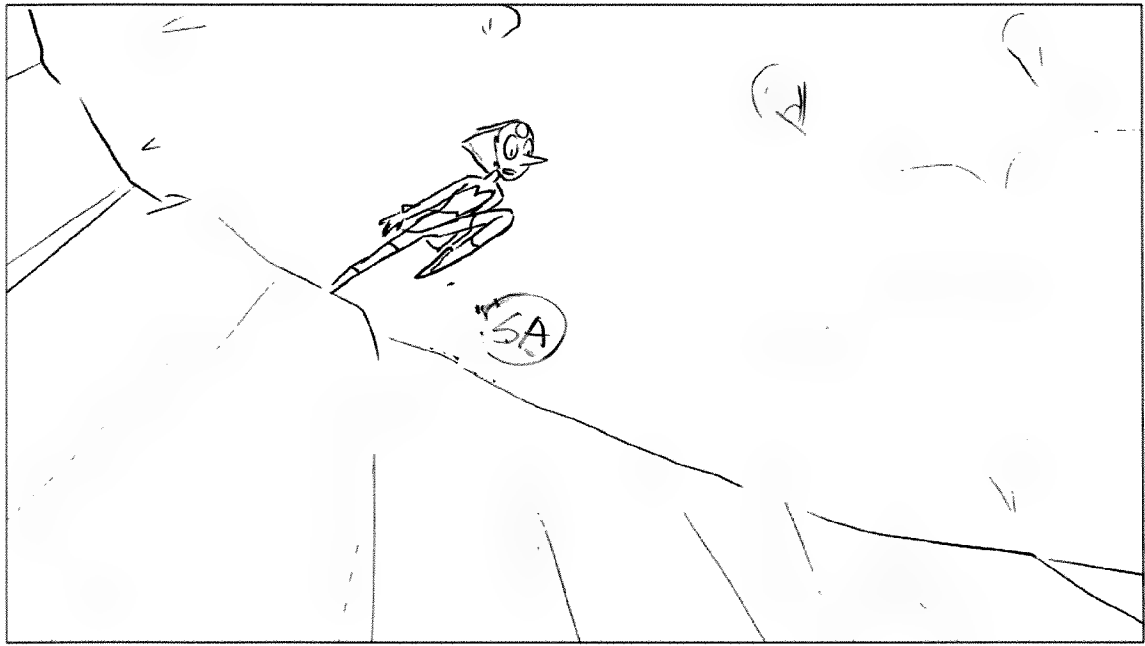
Slugging
0.04

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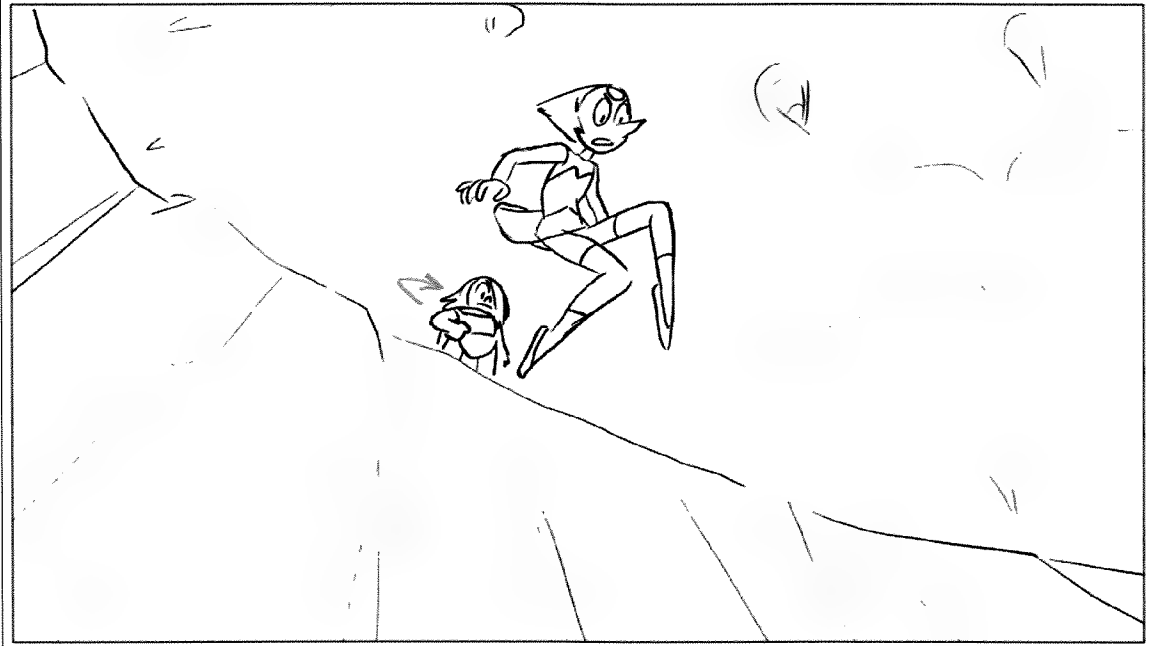
Scene	Panel
23	CONT 3



Action Notes
Pearl leaps off ledge.

Slugging
0.04

Scene	Panel
23	CONT 4



Slugging
0.02

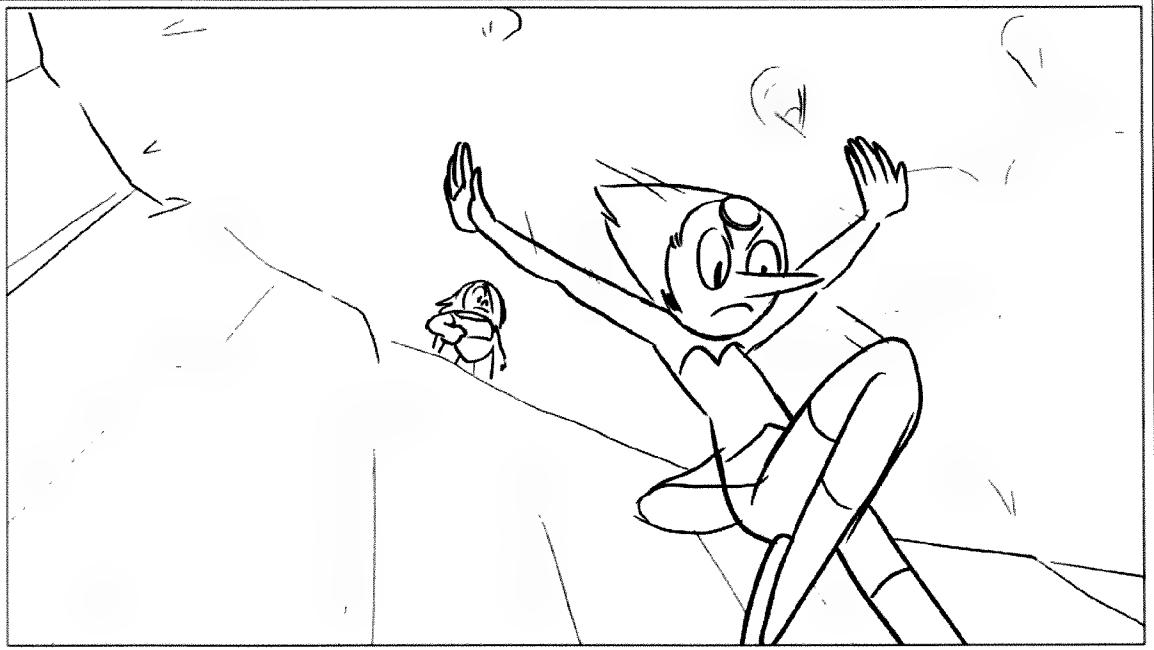
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1020.009

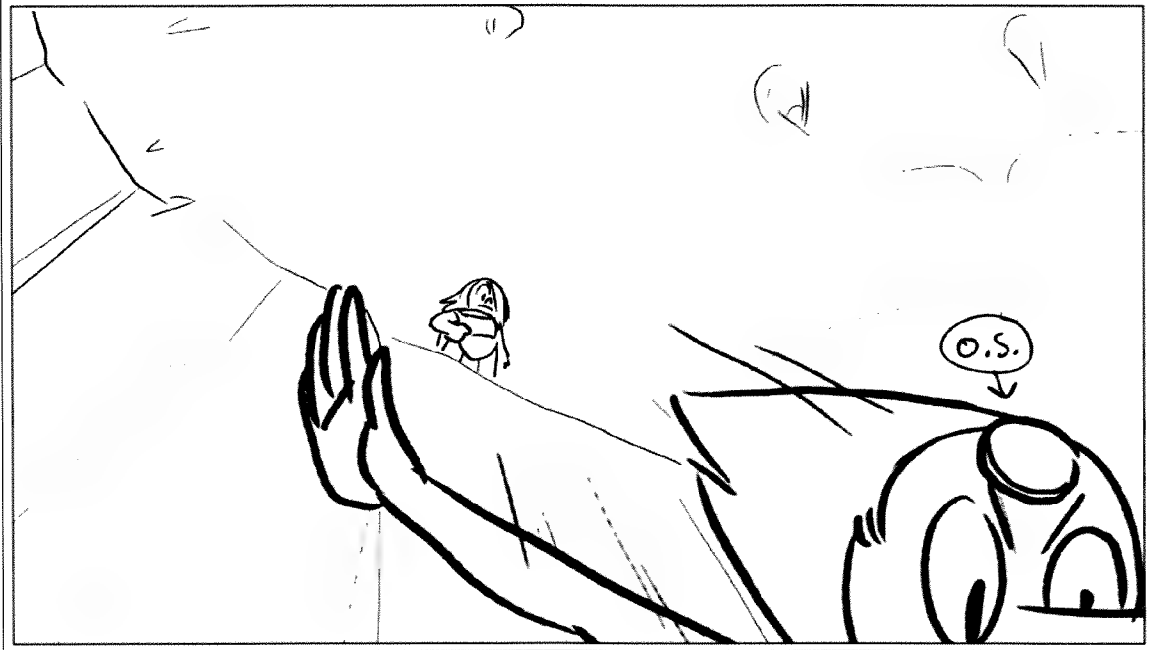
1020.009

Scene 23 Panel 5



Slugging
0.02

Scene 23 Panel 6



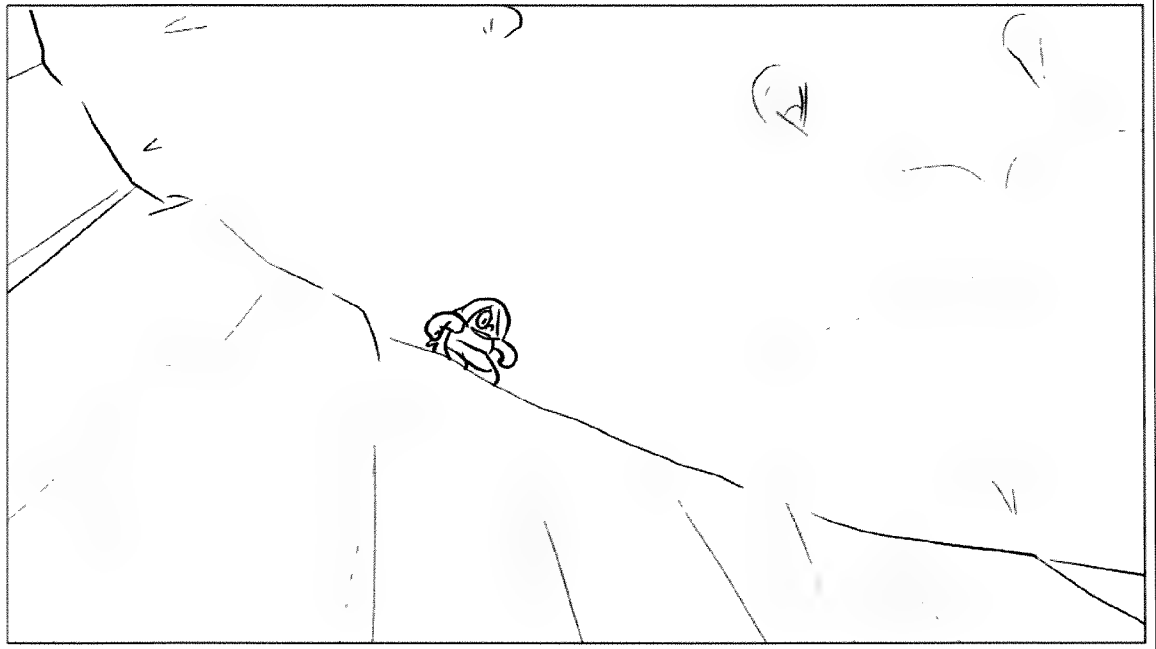
Slugging
0.02

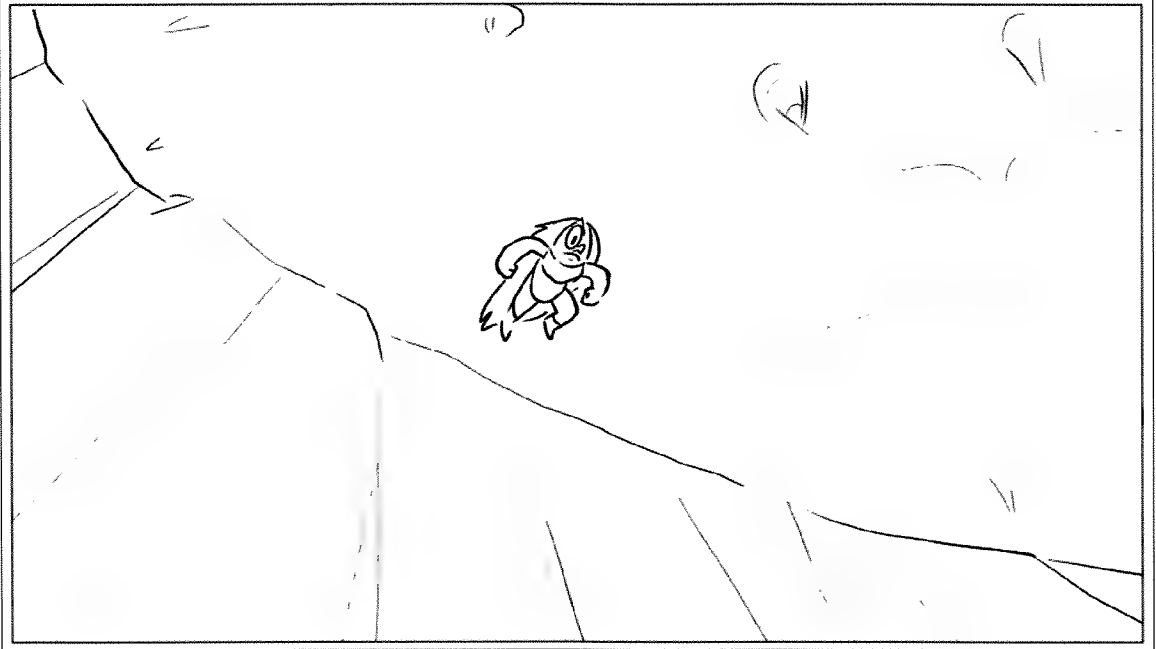
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1020.009

1020.009

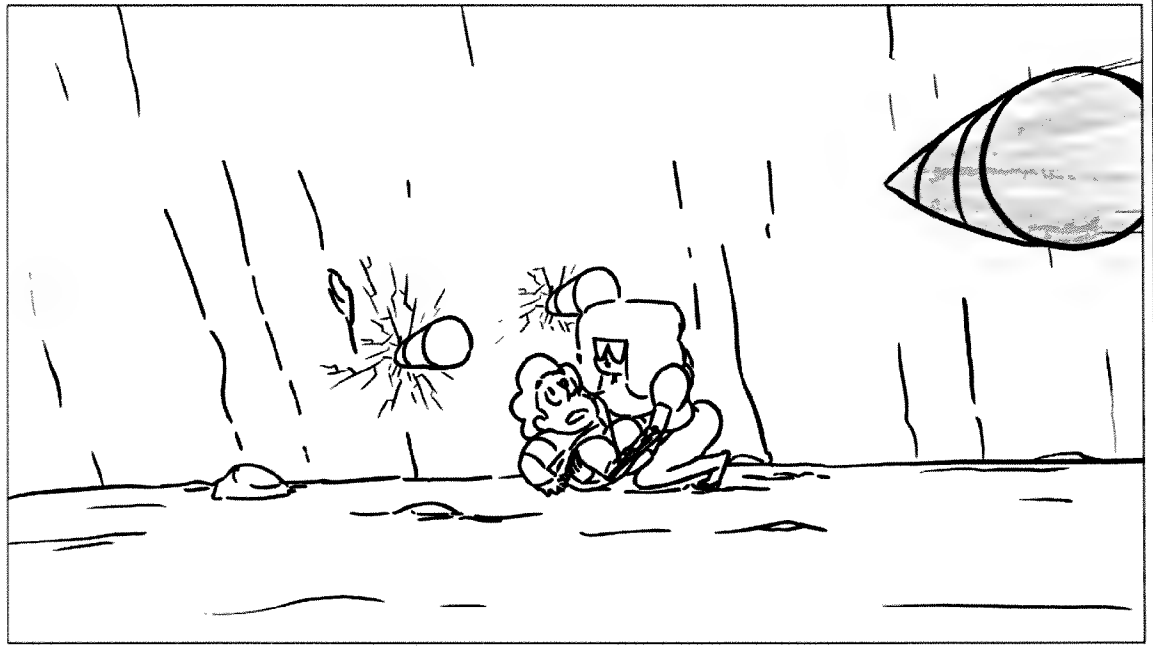
1020.009

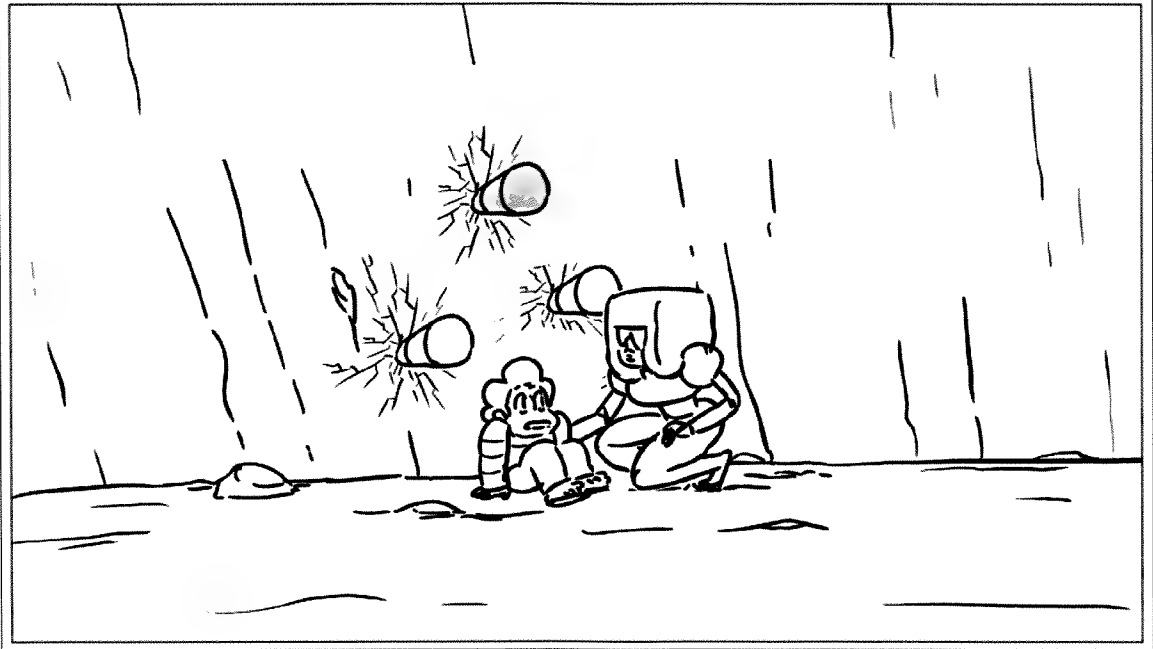
Scene	Panel
23	cont 7
	
<p>Action Notes</p> <p>Pearl o.s.</p>	
<p>Slugging</p> <p>0.04</p>	

Scene	Panel
23	cont 8
	
<p>Action Notes</p> <p>Amethyst leaps off of ledge.</p>	
<p>Slugging</p> <p>0.04</p> <p>JUN 17 2013</p>	

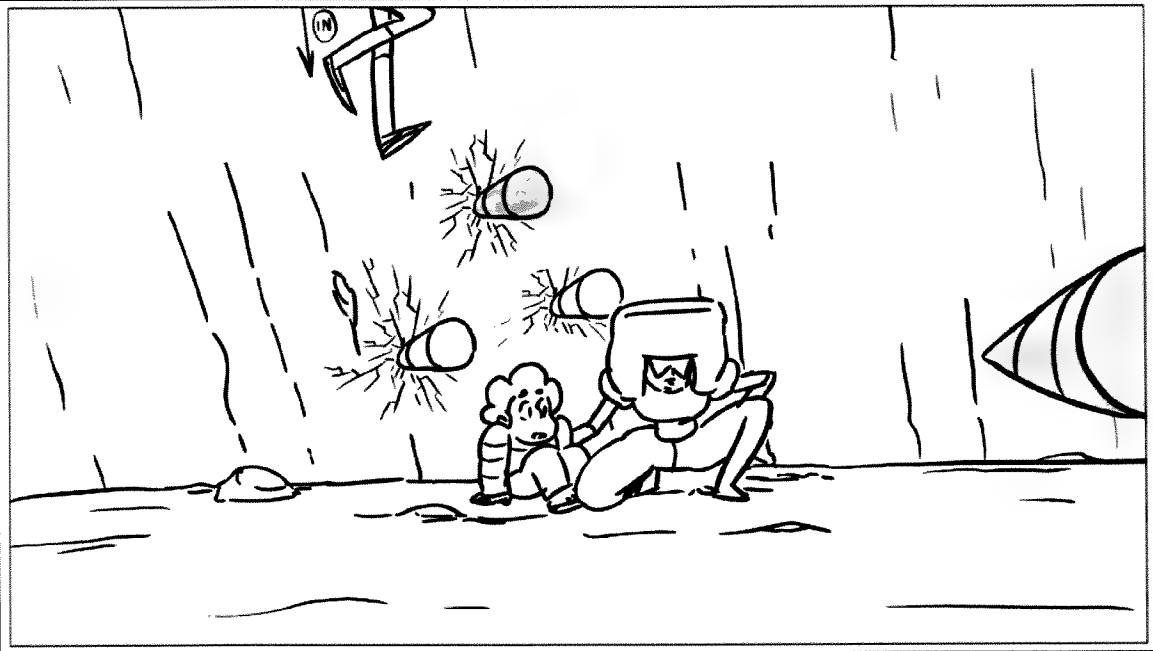
1020.009

1020.009

Scene 24	Panel 1
	
<p>Action Notes</p> <p>spikes into scene</p>	
<p>Slugging</p> <p>0.10</p>	

Scene 24	Panel 2
	
<p>Dialog</p> <p>GARNET: STAY BACK!</p>	
<p>Slugging</p> <p>0.08</p> <p>JUN 17 2013</p>	

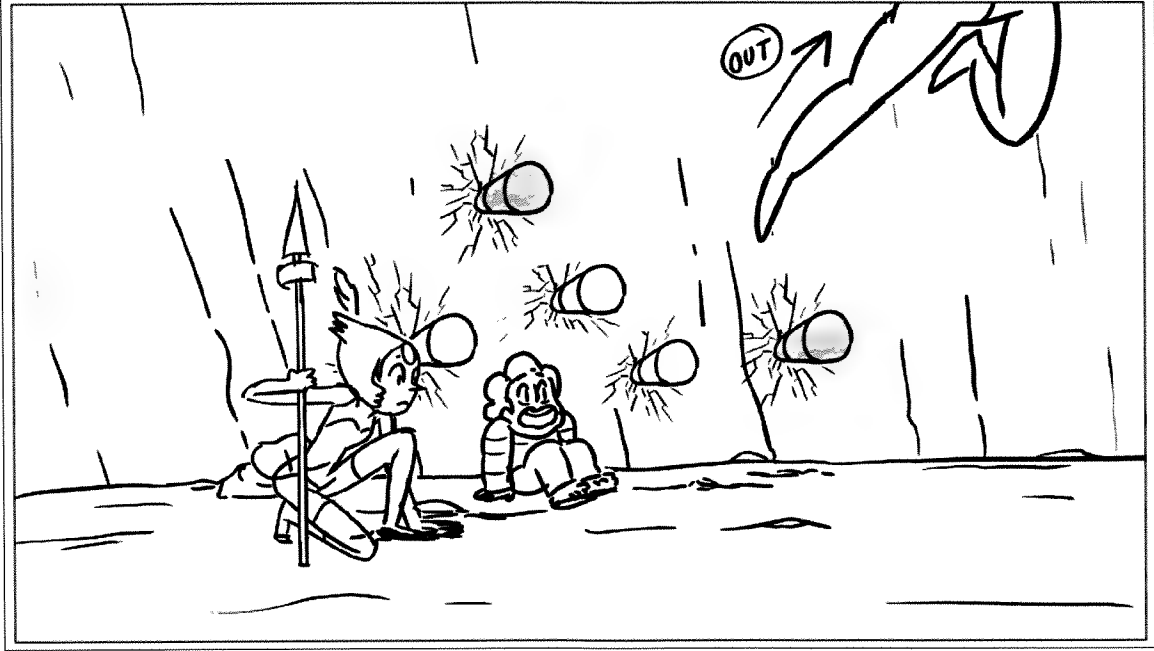
Scene 24 Panel 3



Action Notes
spikes into scene
Pearl into scene

Slugging
0.04

Scene 24 Panel 4



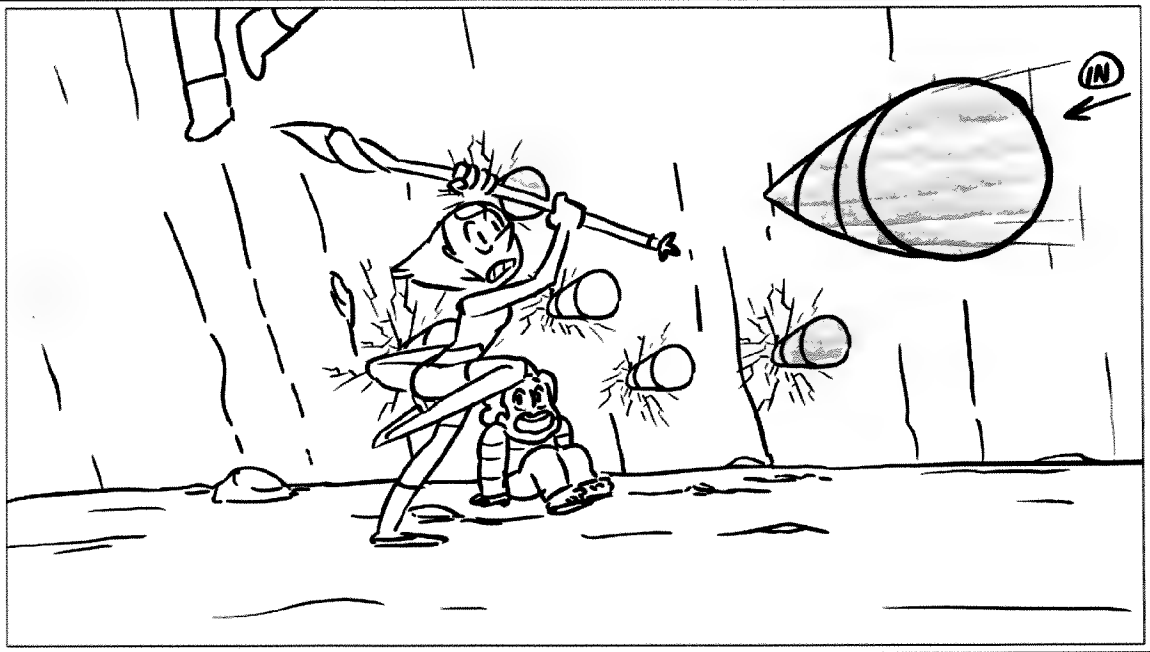
Action Notes
Garnet o.s.

Slugging
0.07
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1020.009

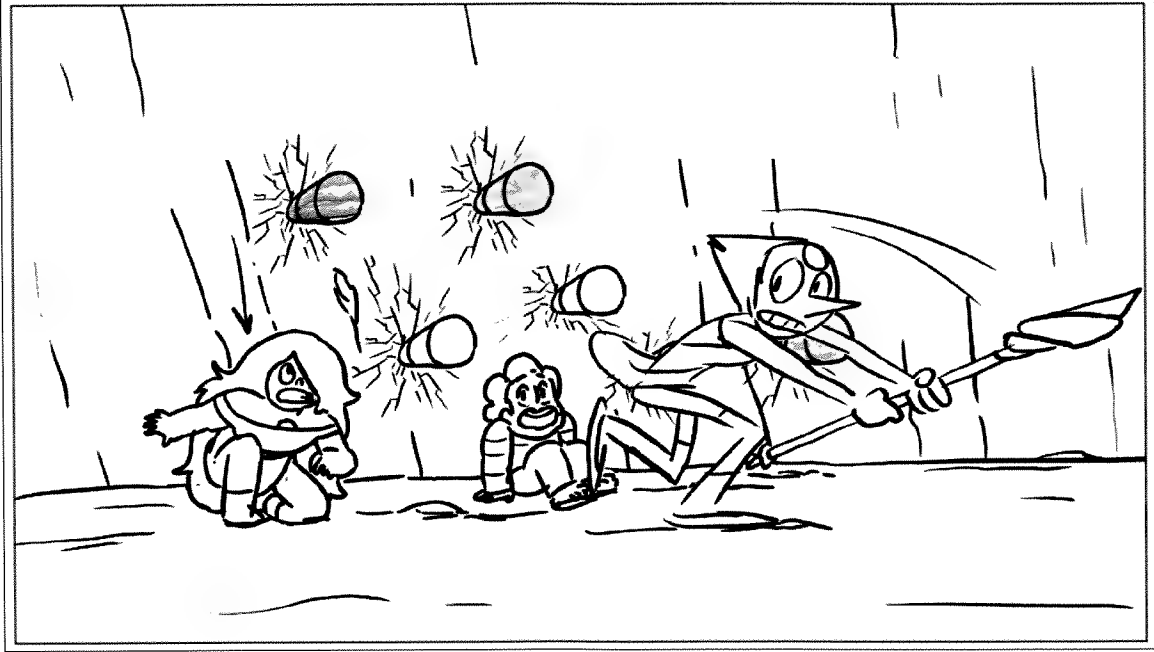
Scene 24 Panel 5



Action Notes
spikes come into scene
Amethyst into scene

Slugging
0.04

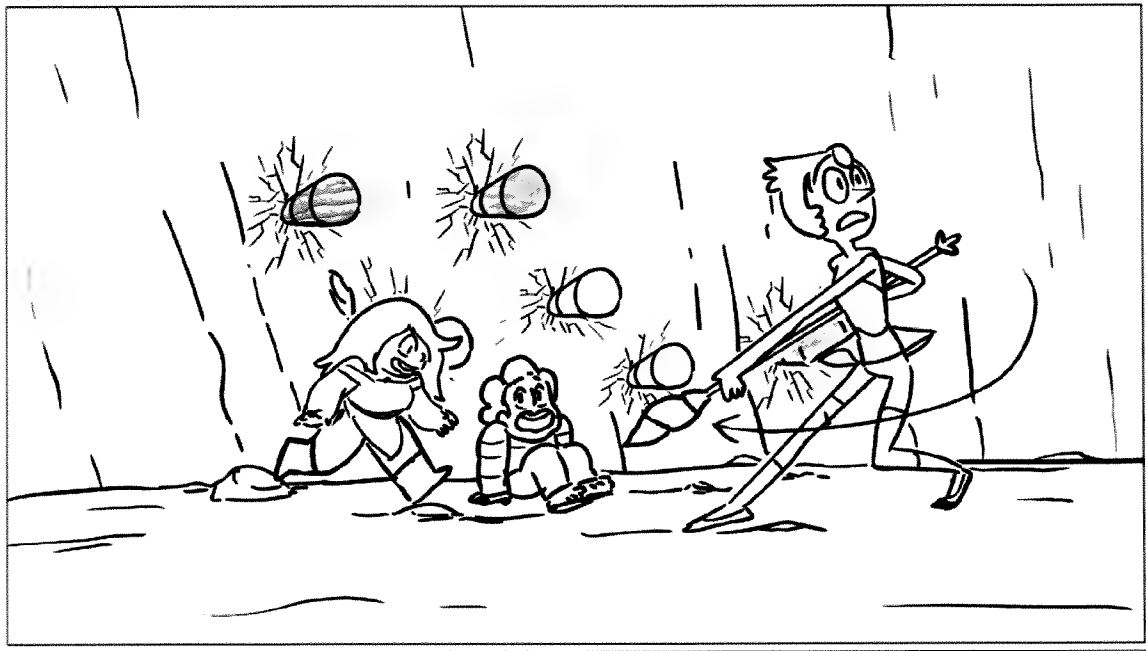
Scene 24 Panel 6



Slugging
0.13

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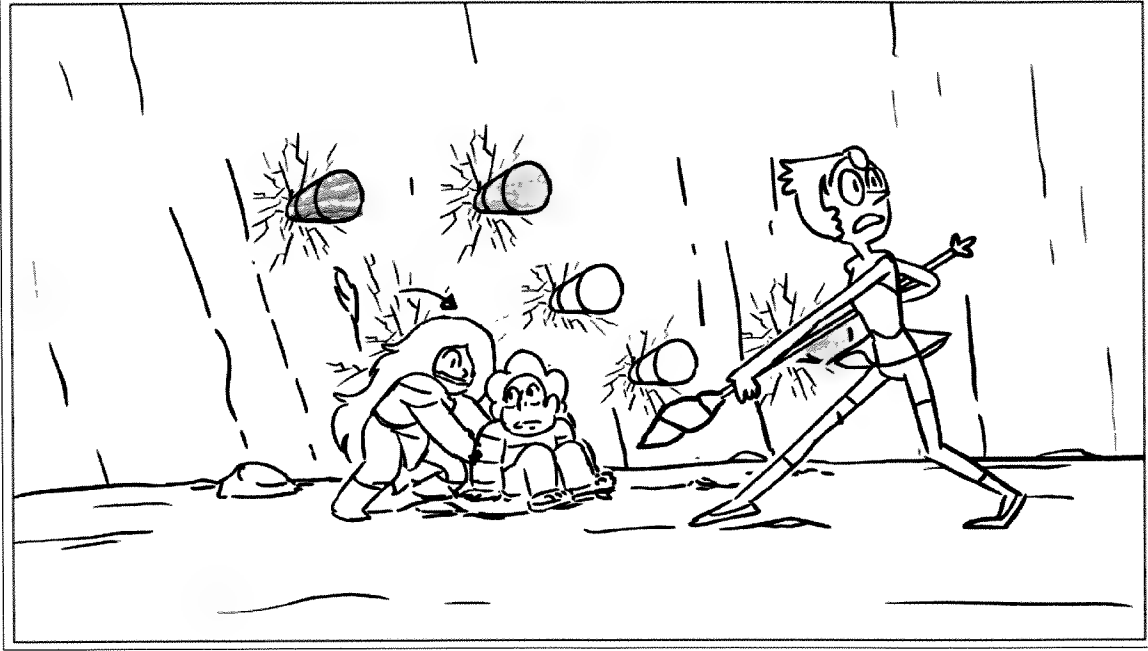
Scene 24 Panel 7



Dialog
AMETHYST: COME ON,

Slugging
0.14

Scene 24 Panel 8



Dialog
AMETHYST: POOFY!

Slugging
0.15

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1020.009

1020.009

Scene	Panel
24	CONT9

Action Notes

STEVEN and AMETHYST out

Slugging

1.01

Scene	Panel
25	1

Dialog

STEVEN: WHAT ABOUT GARNET?!

Action Notes

Amethyst carrying Steven while running

Slugging

2.01

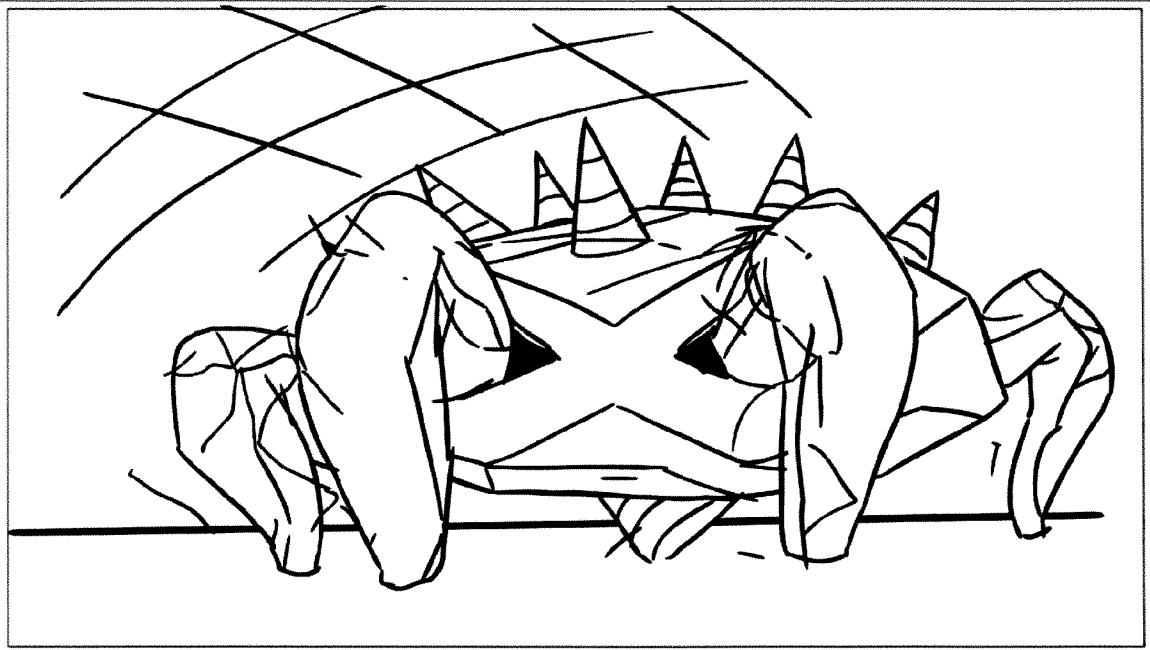
JUN 17 2013

1020.009

1020.009

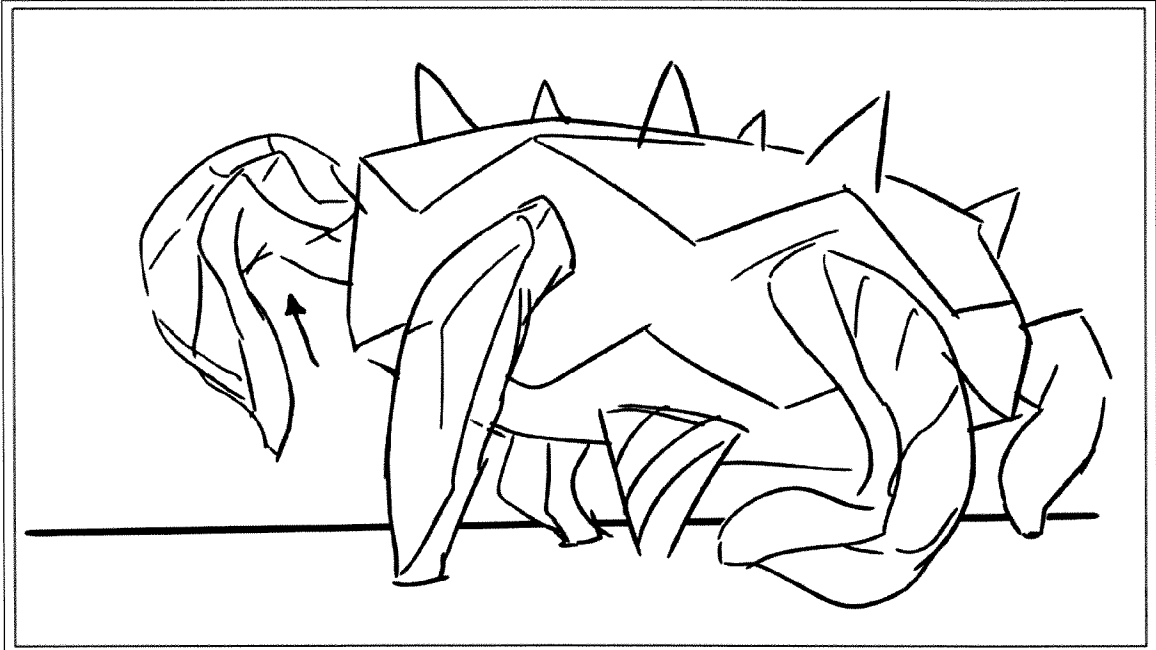
1020.009

Scene	Panel
26	1



Slugging
0.06

Scene	Panel
26	2



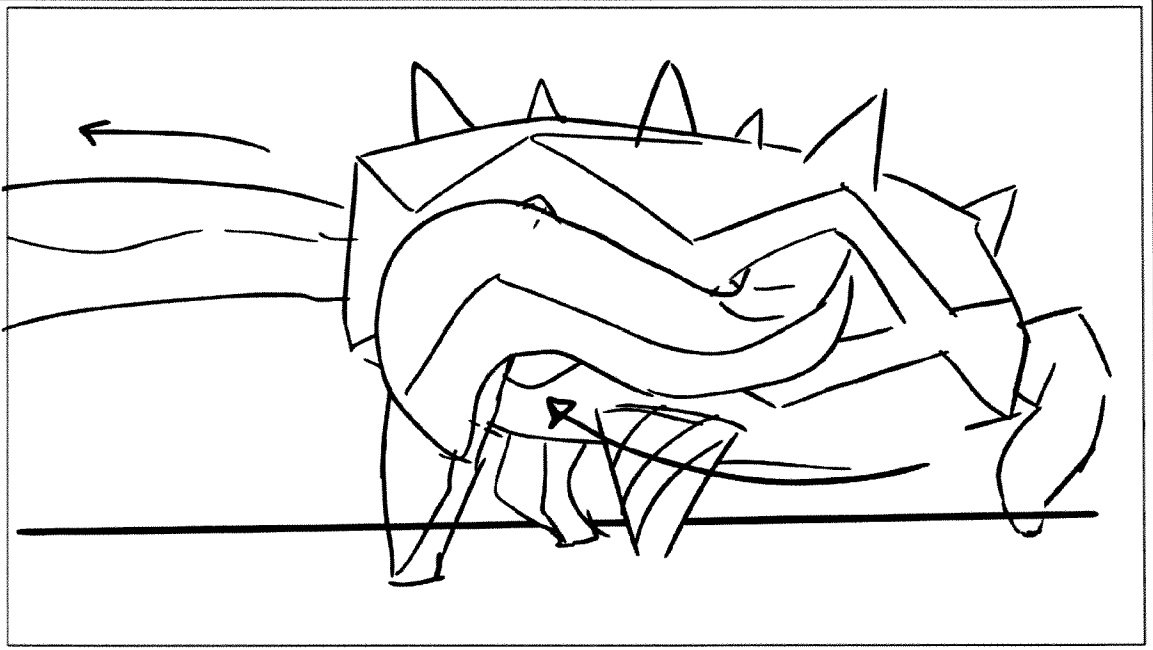
Slugging
0.08

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1020.009

1020.009

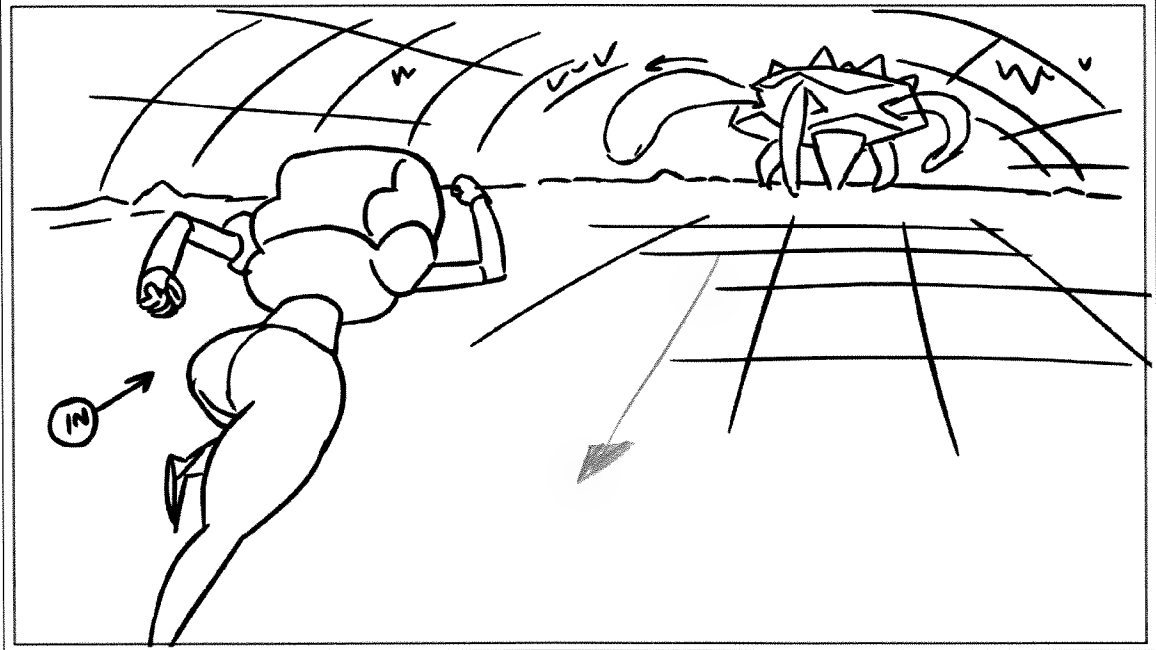
Scene	Panel
26	CONT 3



Action Notes
monster launches tentacle offscreen

Slugging
0.14

Scene	Panel
27	1



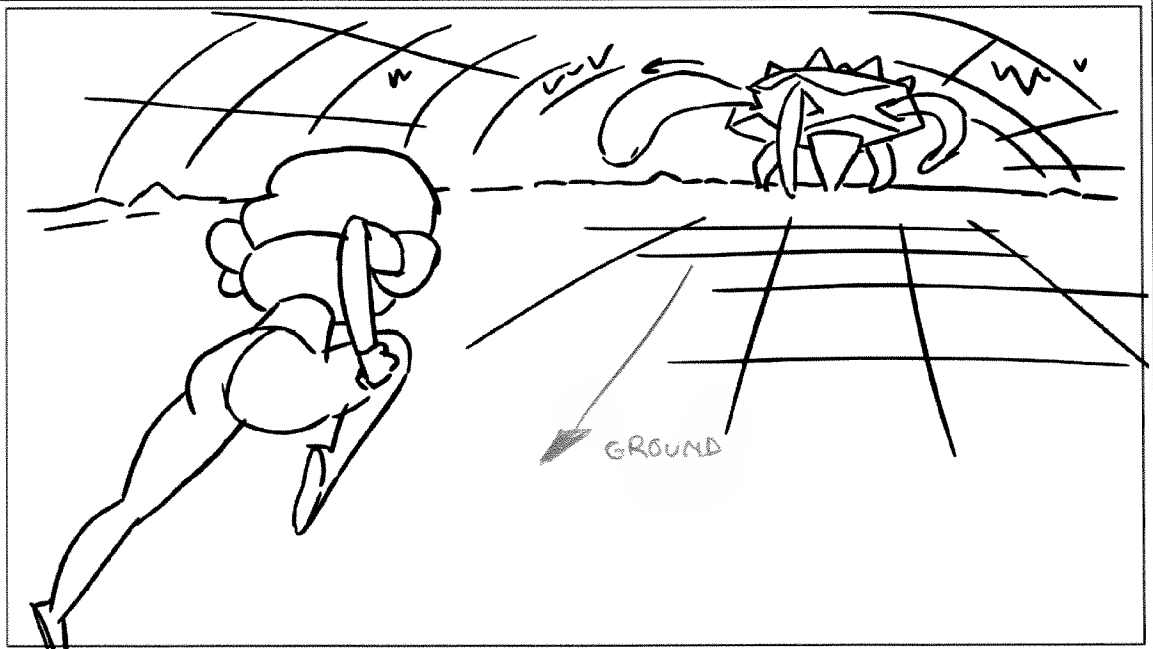
Slugging
Panels 1 + 2 x 2.5 = 0.09 * GROUND ANIMATE = TOWARD FG.
Total time for run: 1.06

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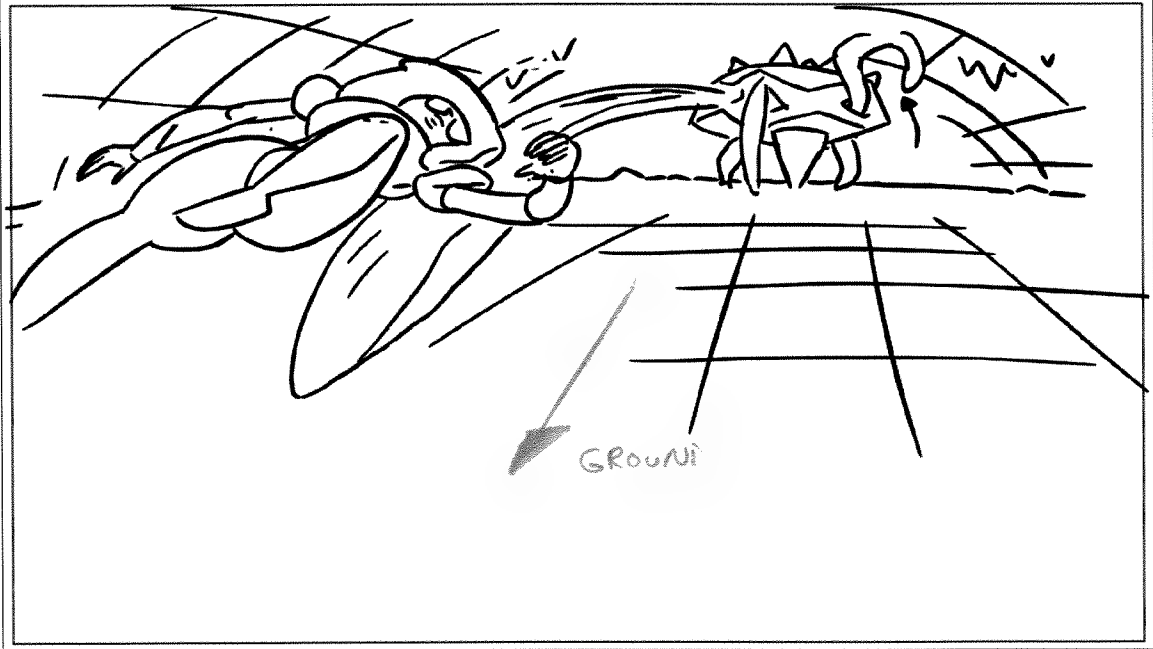
1020.009

1020.009

Scene
27
Panel
CONT
2



Scene
27
Panel
CONT
3



Slugging
0.04

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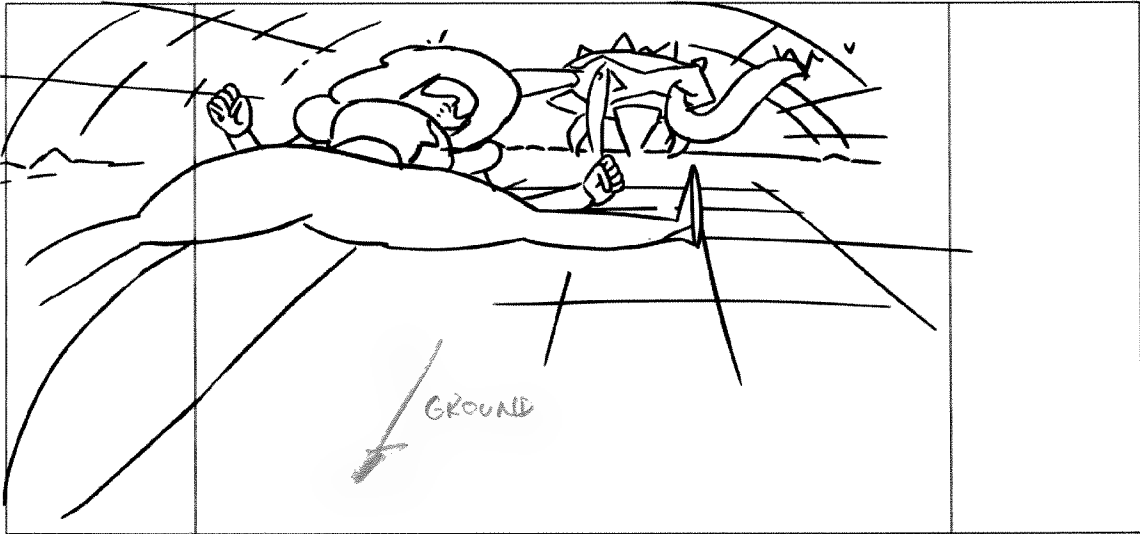
Scene

27

Panel

4

cont



Slugging

ADJ: 0.04

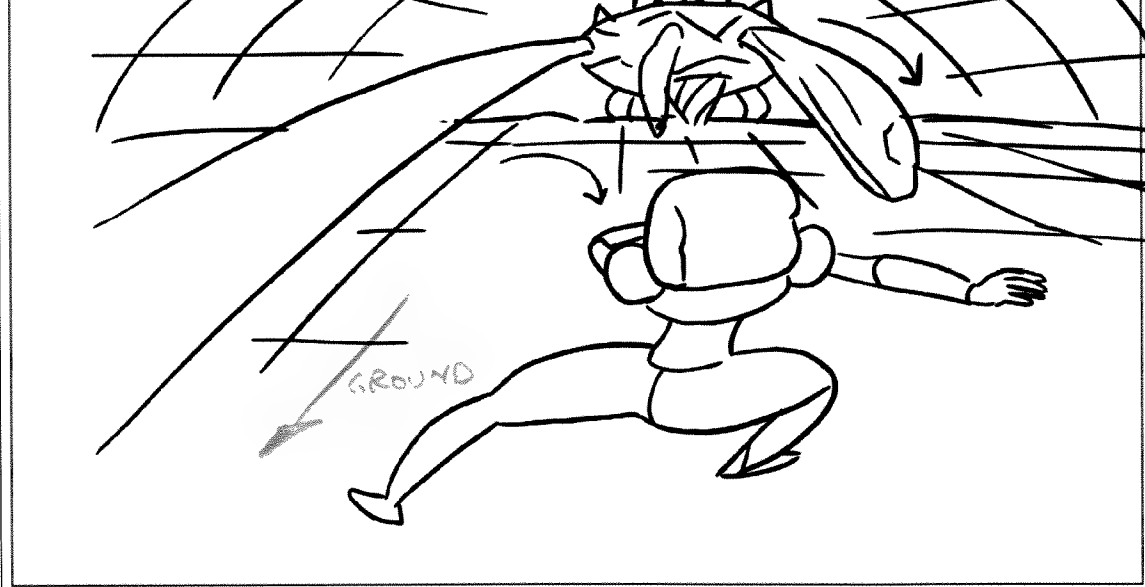
Scene

27

Panel

5

cont



Slugging

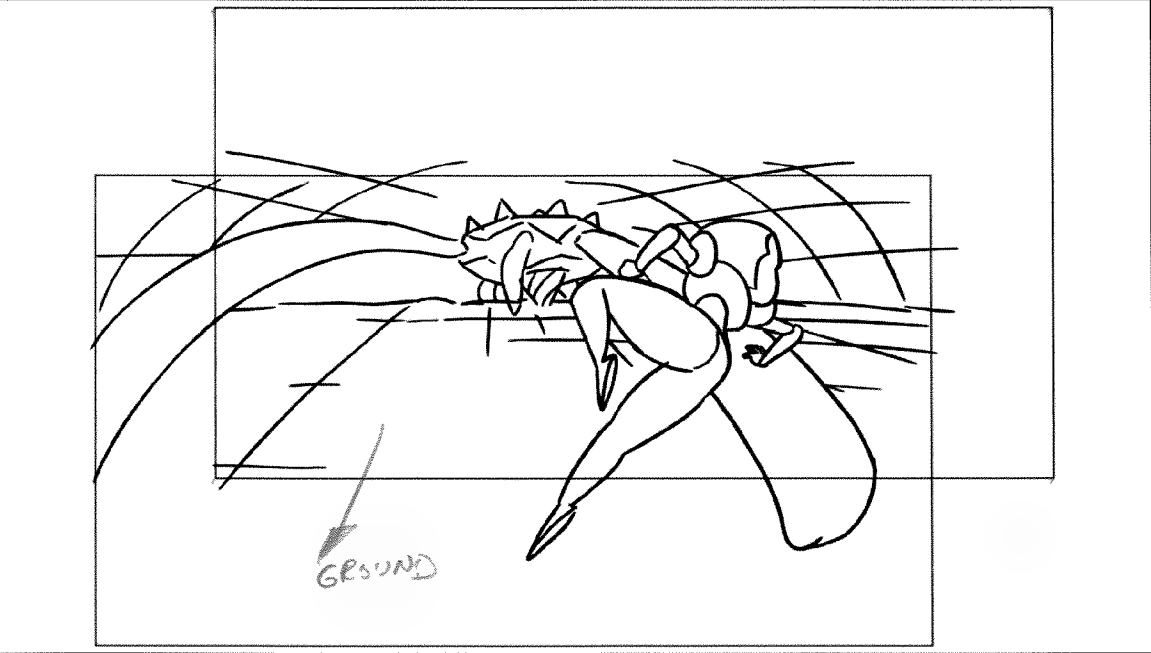
0.11

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1020.009

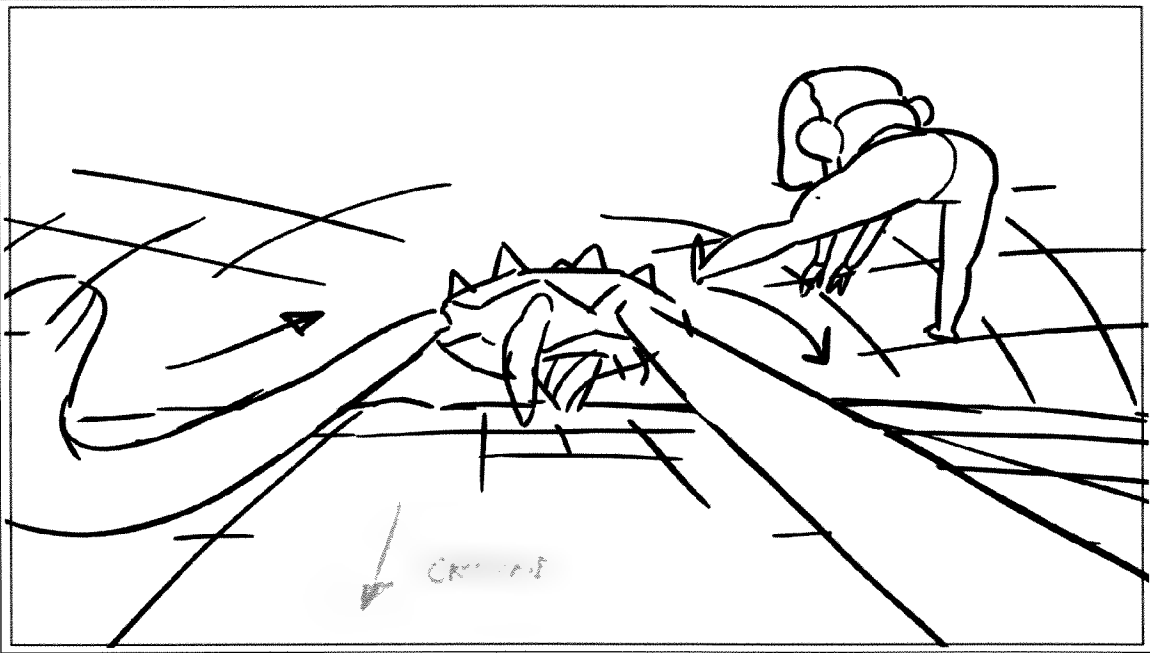
1020.009

Scene	Panel
27	<i>CONT</i>
6	



Slugging
ADJ: 0.06

Scene	Panel
27	<i>CONT</i>
7	



Slugging
Panels 7 + 8 = 0.08

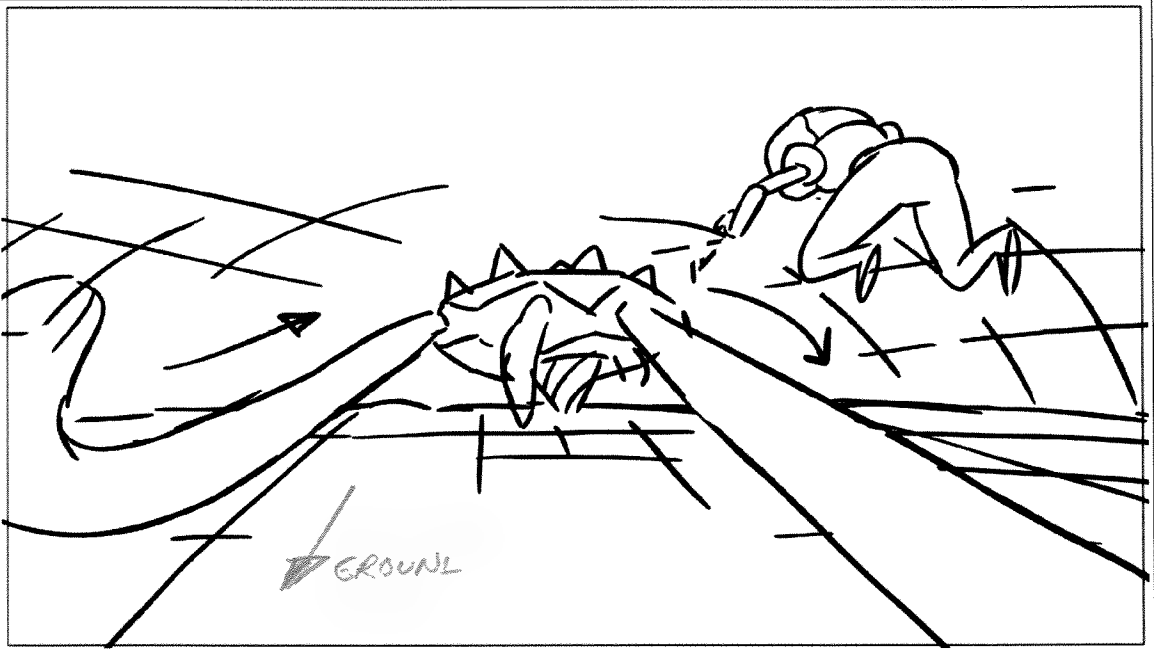
JUN 17 2013

1020.009

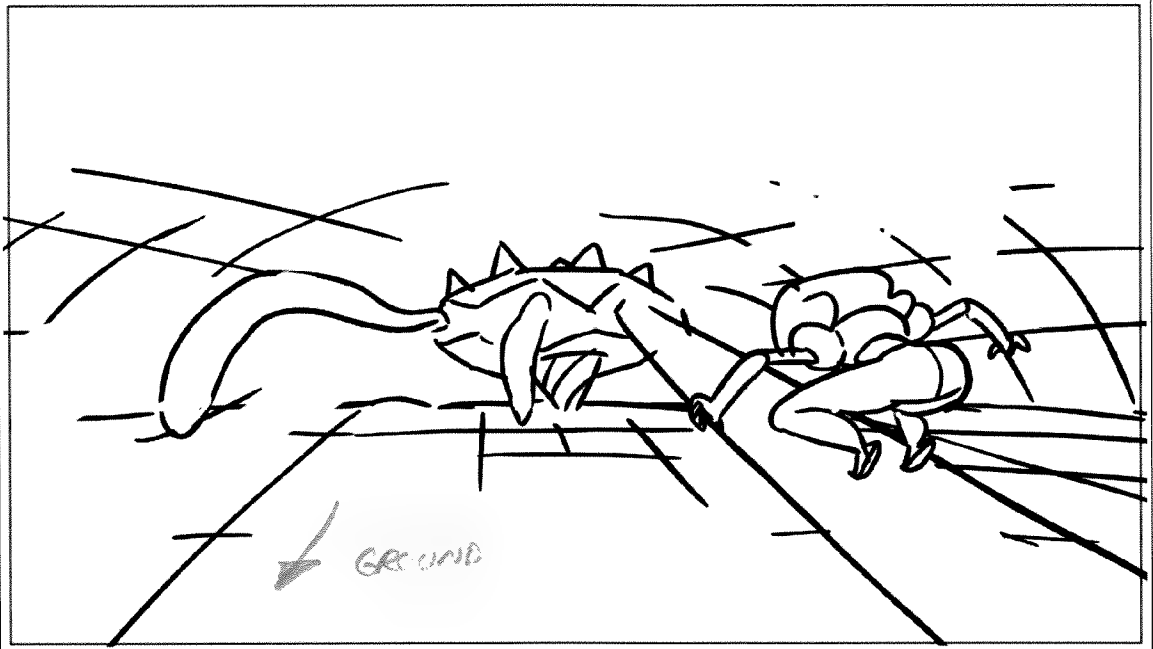
1020.009

1020.009

Scene	Panel	
	27	cont
		8



Scene	Panel	
	27	cont
		9



Slugging
0.04

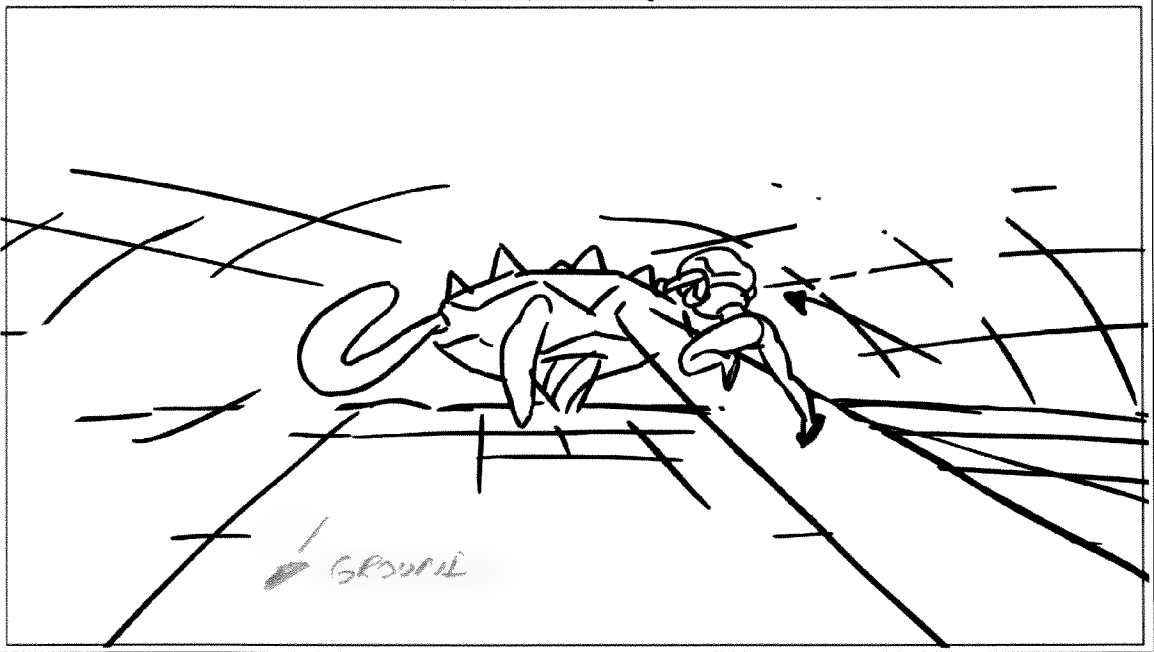
JUN 17 2013

1020.009

1020.009

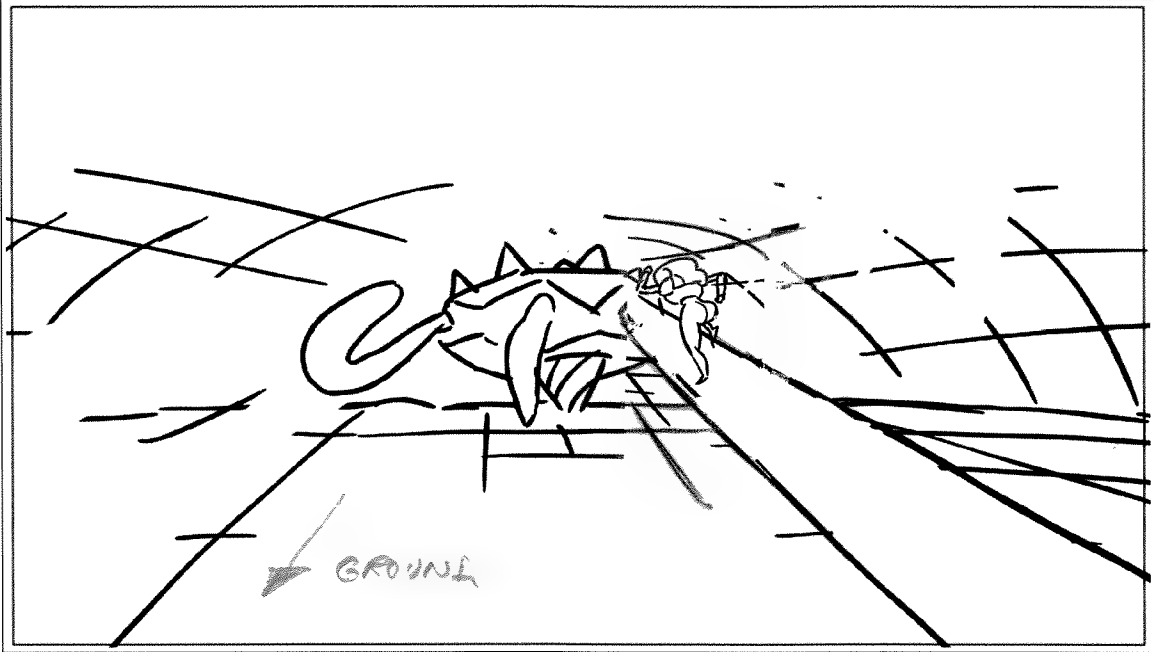
1020.009

Scene	Panel	
	27	10



Slugging
Panels 10 + 11 x 2.5 = 0.09
Total time for run: 1.06

Scene	Panel	
	27	11

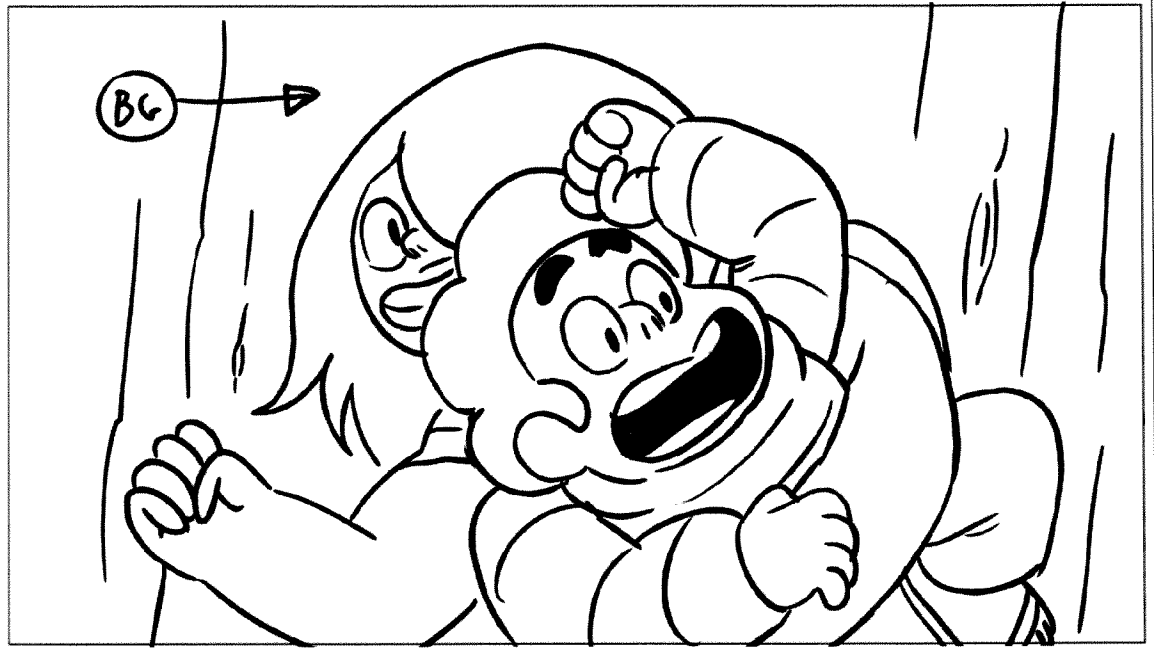


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1020-009

Scene	Panel
28	1



Dialog

STEVEN: GO GARNET

Action Notes

Amethyst carrying Steven while running

Slugging

Panels 1 + 2 = 2.10

Scene	Panel
28	2



Dialog

STEVEN: GO!

Action Notes

Amethyst carrying Steven while running

BG pans left to right

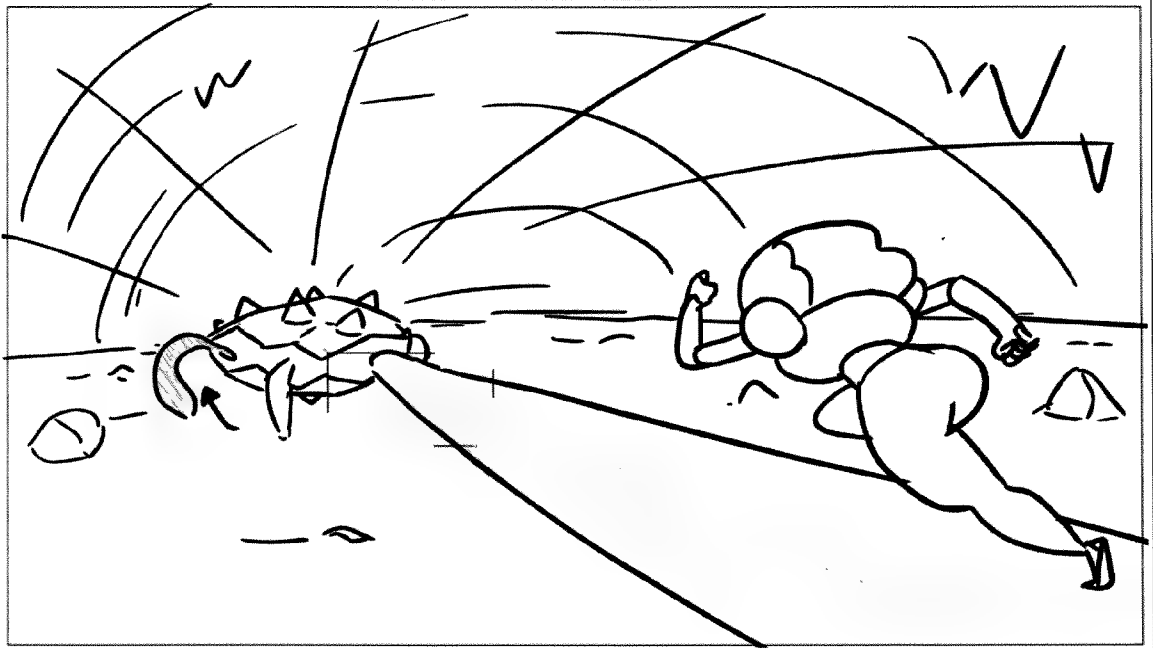
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1020.009

1020.009

Scene	Panel
29	1



Action Notes

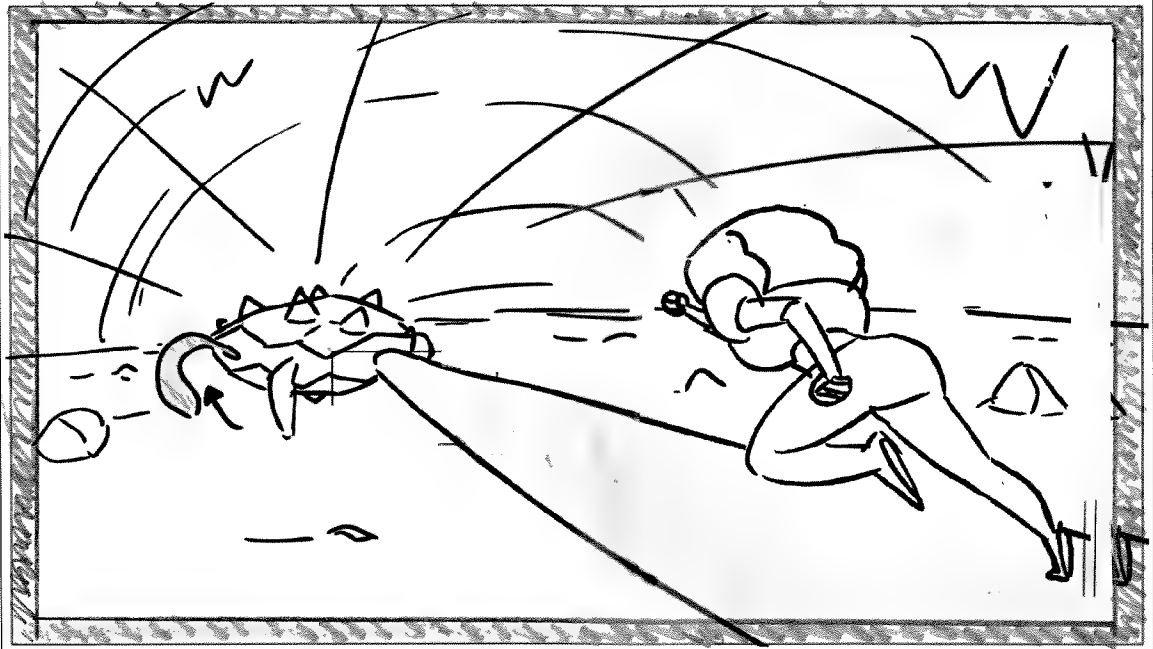
Garnet runs down tentacle towards monster.

Camera push forward following Garnet from panel 1 to 12.

Slugging

Panels 1 + 2 = ADJ: 1.02

Scene	Panel
29	2



*BG ANIMATES FORWARD.

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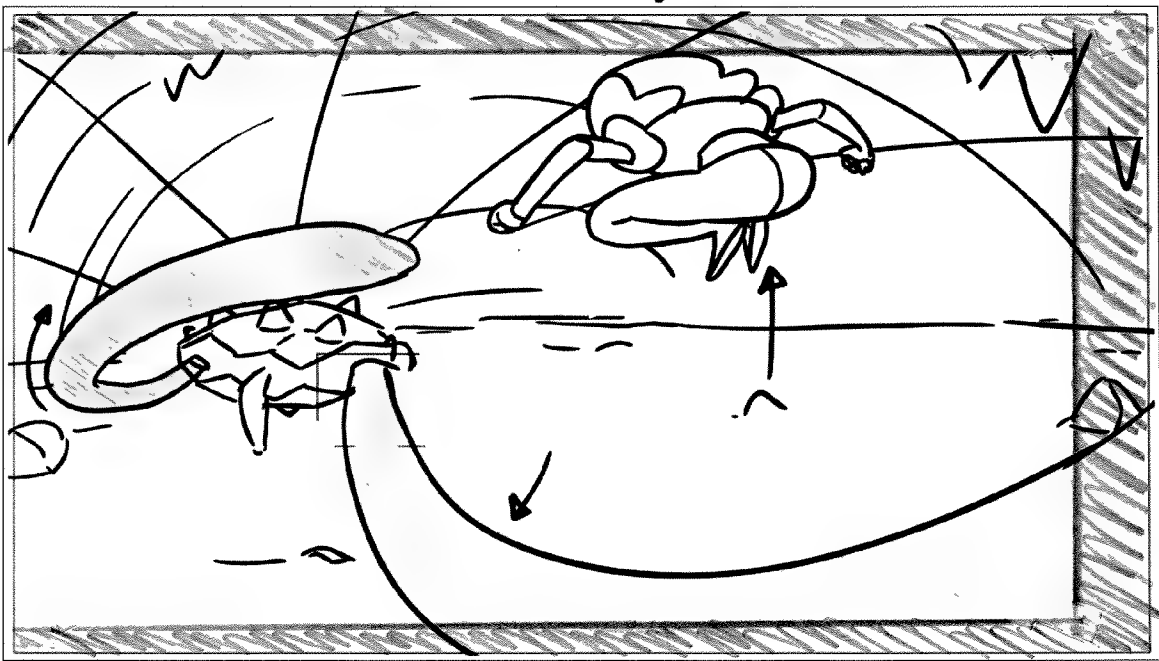
1020-009

1020-009

1020-009

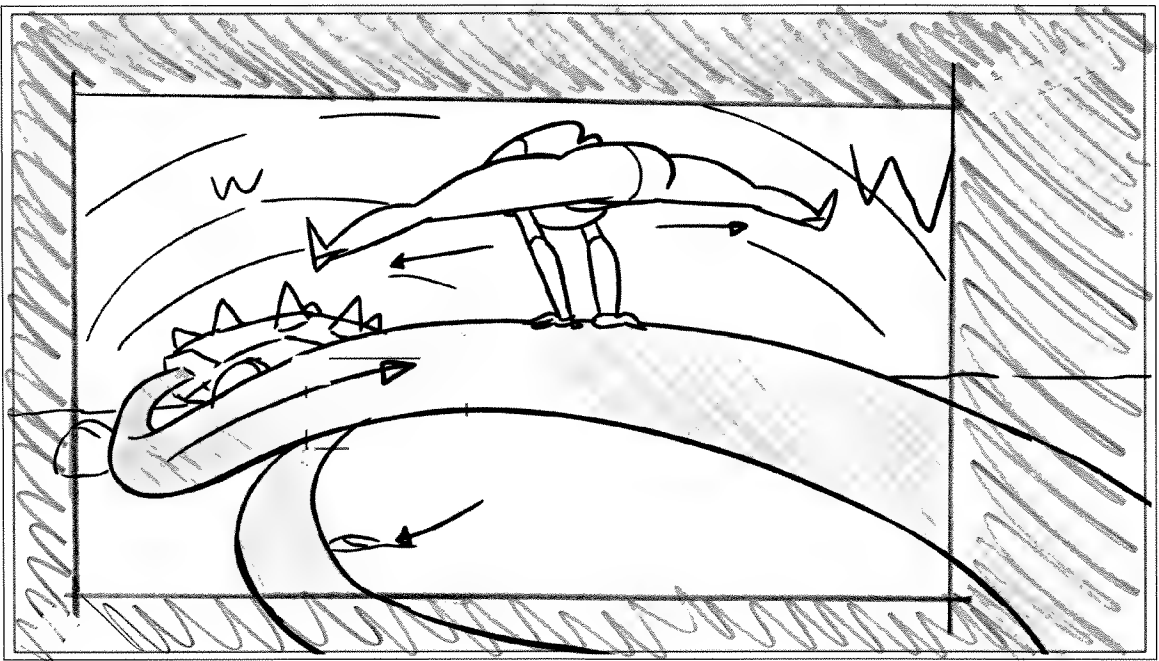
1020.009

Scene	Panel
29	cont 3



Slugging
ADJ: 0.05 *BG ANIMATES FORWARD

Scene	Panel
29	cont 4



Action Notes
Garnet vaults over tentacle coming at Garnet

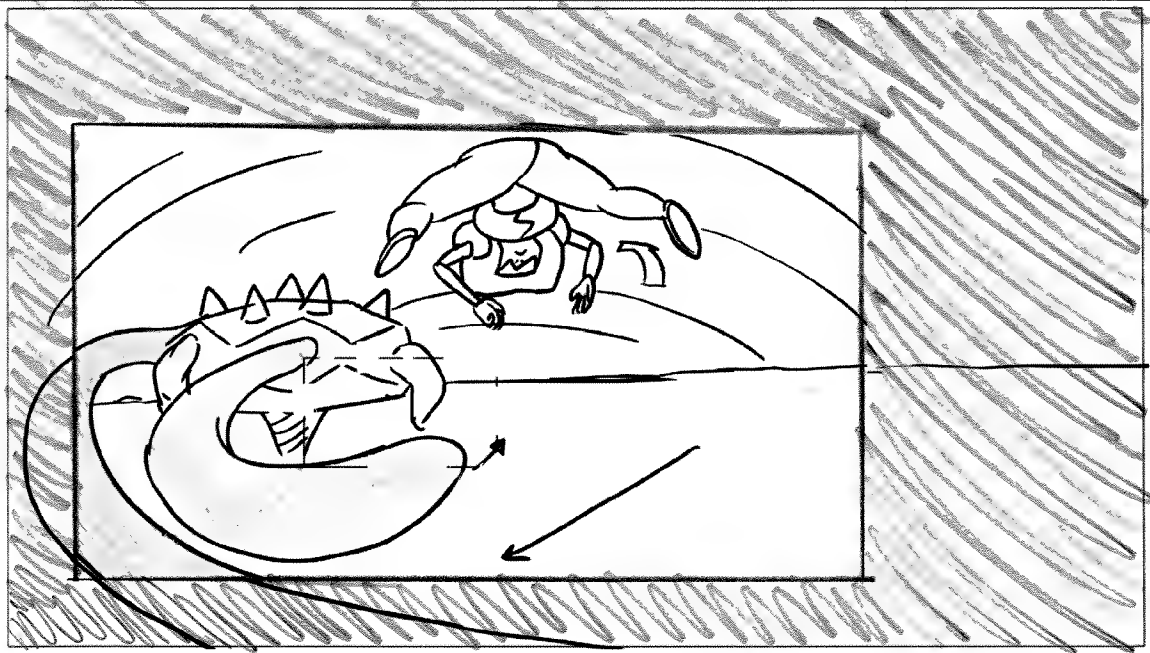
*BG ANIMATES FORWARD

Slugging
ADJ: 0.06

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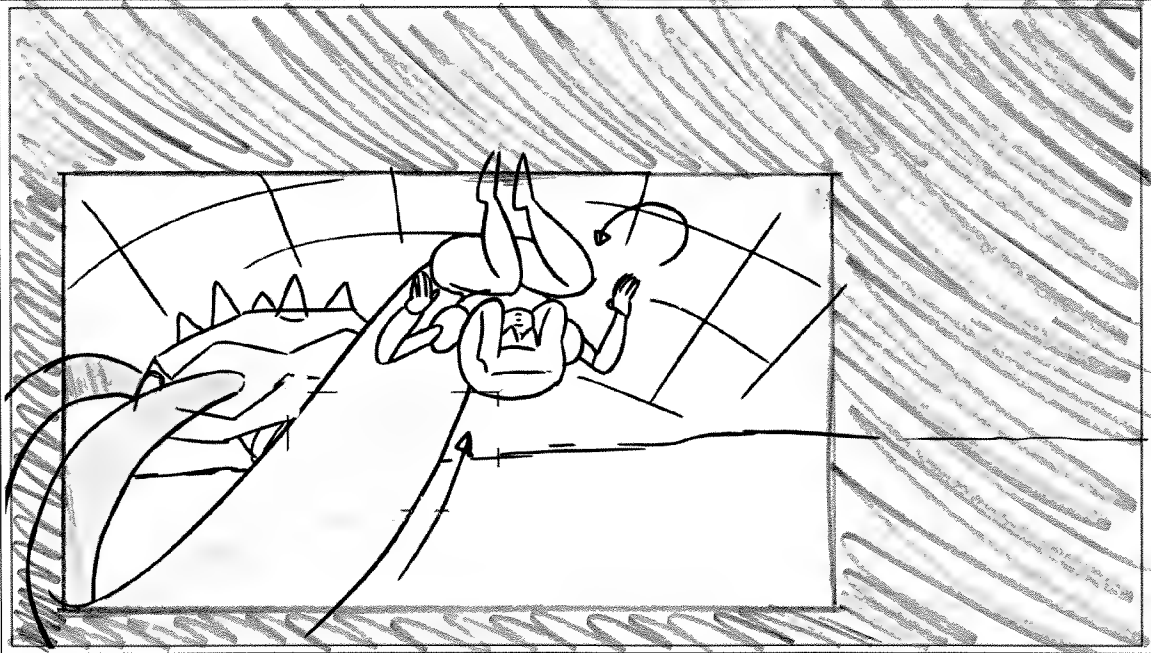
1020.009

Scene 29 Panel 5



Slugging
ADJ: 0.08 *BG ANIMATES FORWARD

Scene 29 Panel 6



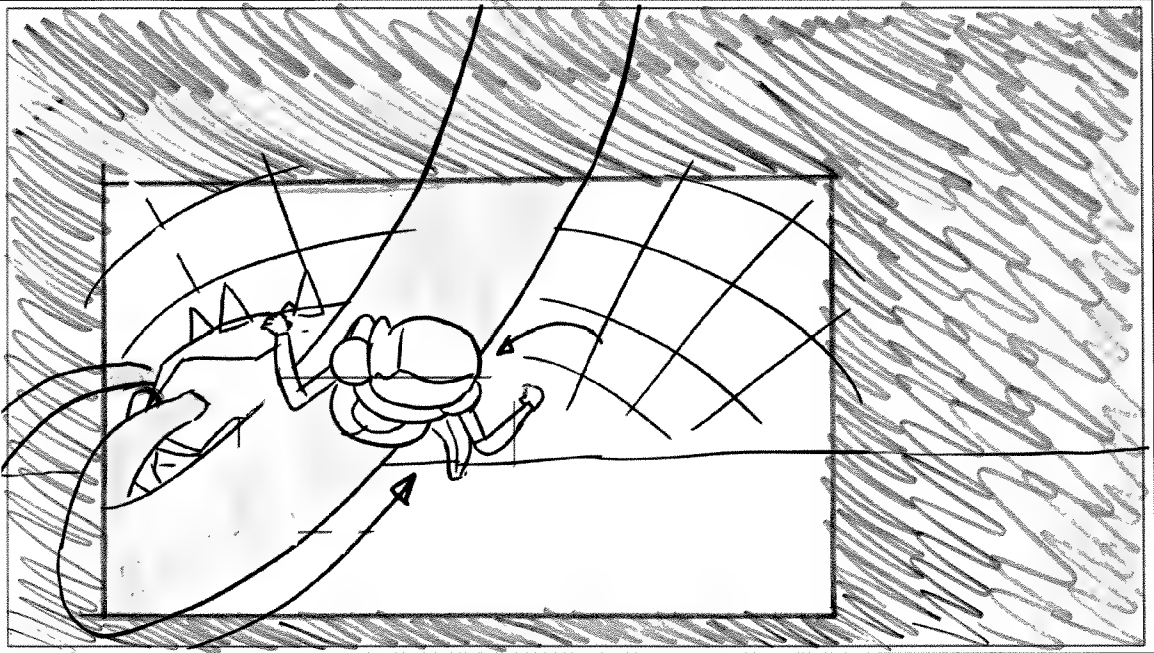
Slugging
ADJ: 0.10 *BG ANIMATES FORWARD

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1020.009

1020.009

Scene 29 Panel 7

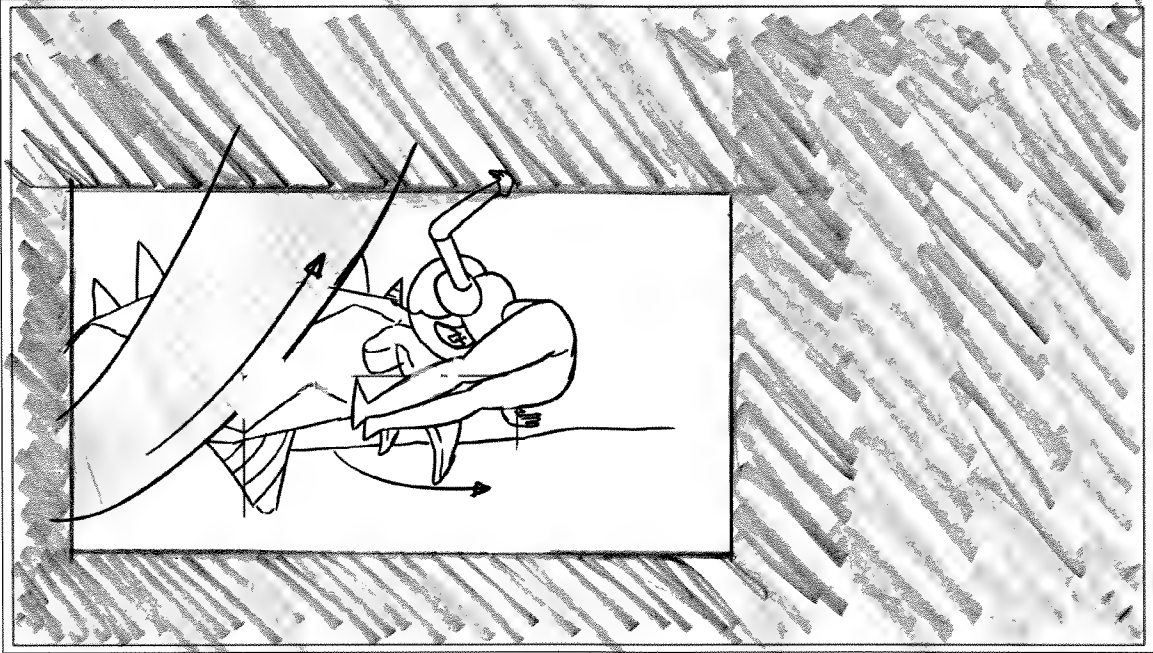


Action Notes
Garnet flips and lands on another tentacle

* BG ANIMATES FORWARD.

Slugging
ADJ: 0.09

Scene 29 Panel 8



Action Notes
Garnet pushes off and flips towards the monster

* BG ANIMATES FORWARD.

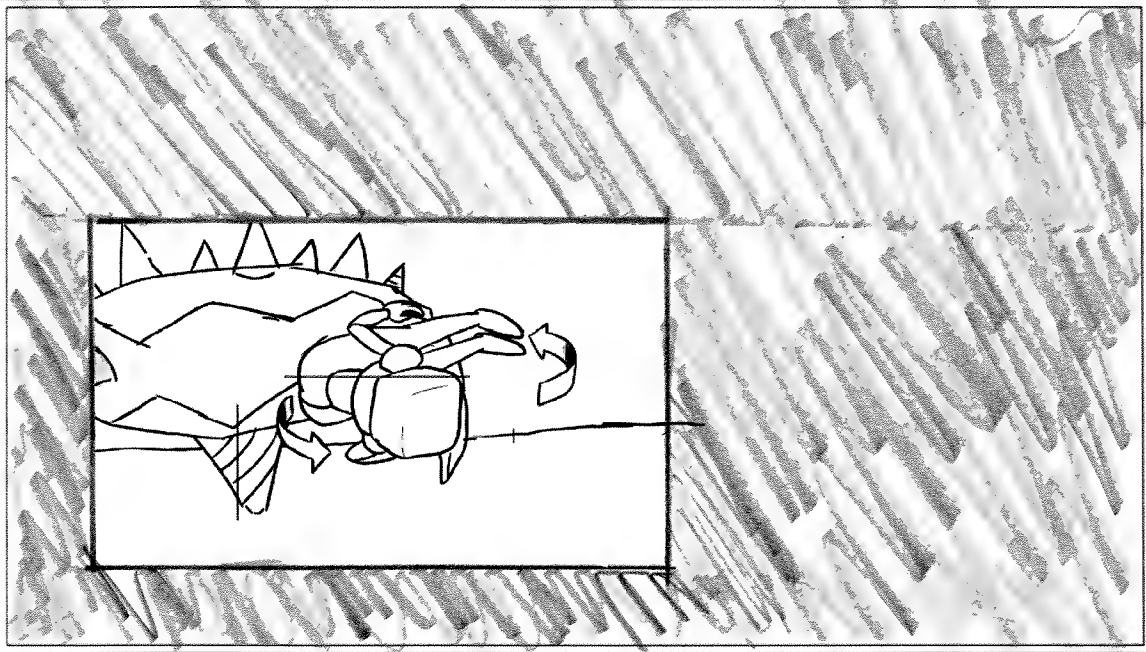
Slugging
ADJ: 0.04

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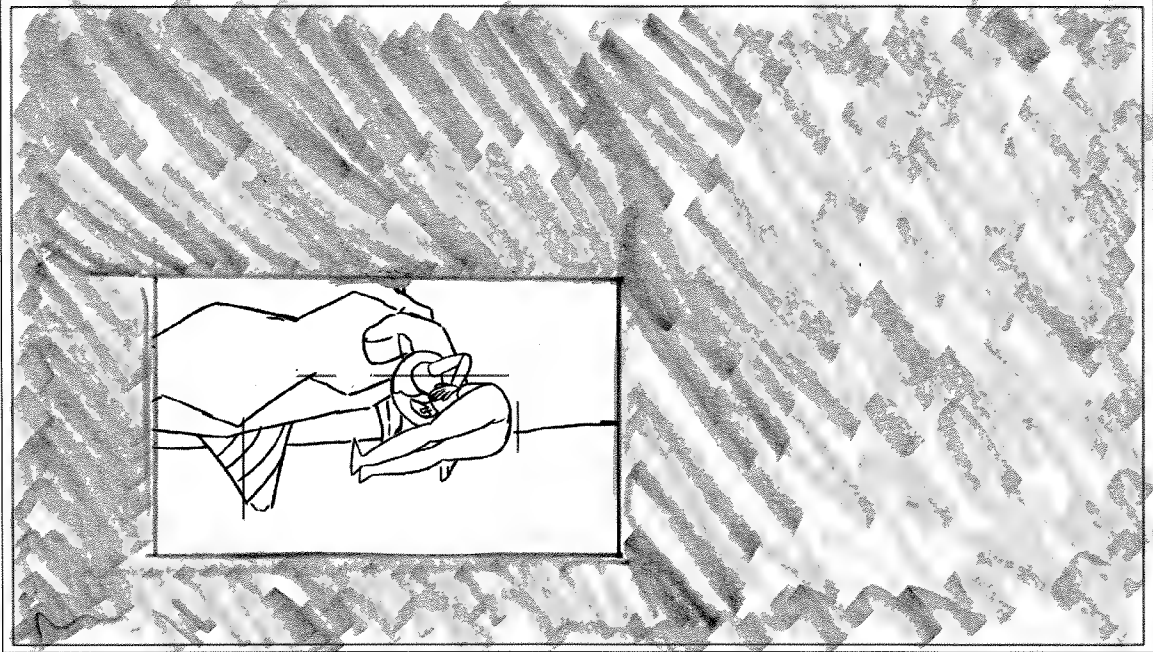
Scene	Panel	
	29	9



Slugging
ADJ: 0.04

*BG ANIMATES FORWARD

Scene	Panel	
	29	10



Slugging
ADJ: 0.04

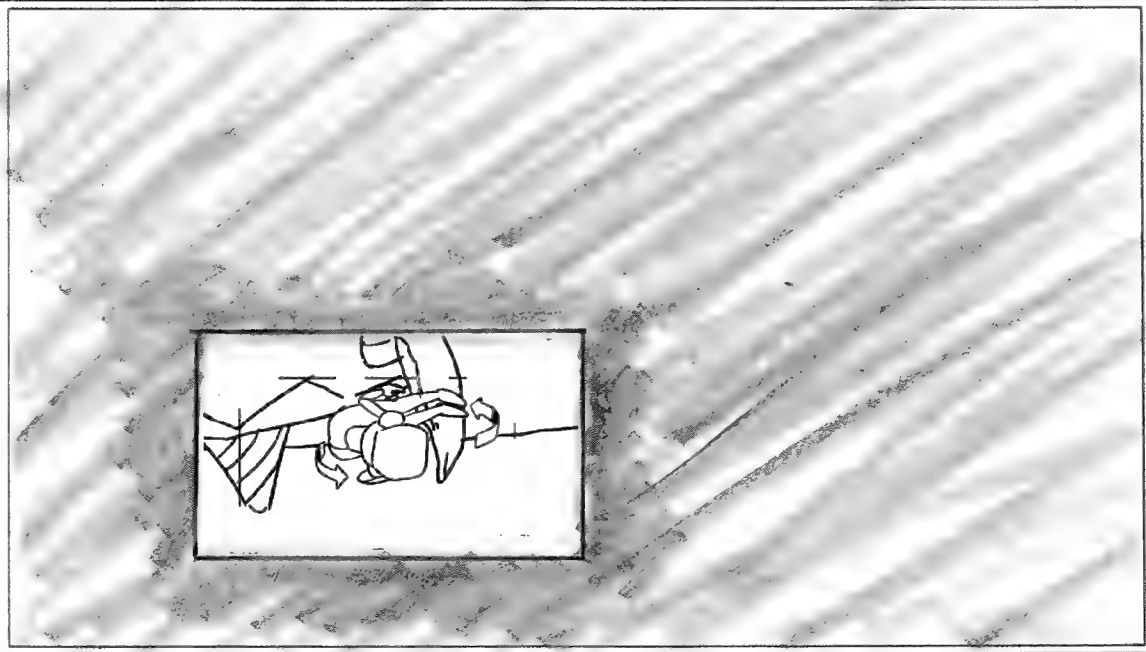
*BG ANIMATES FORWARD

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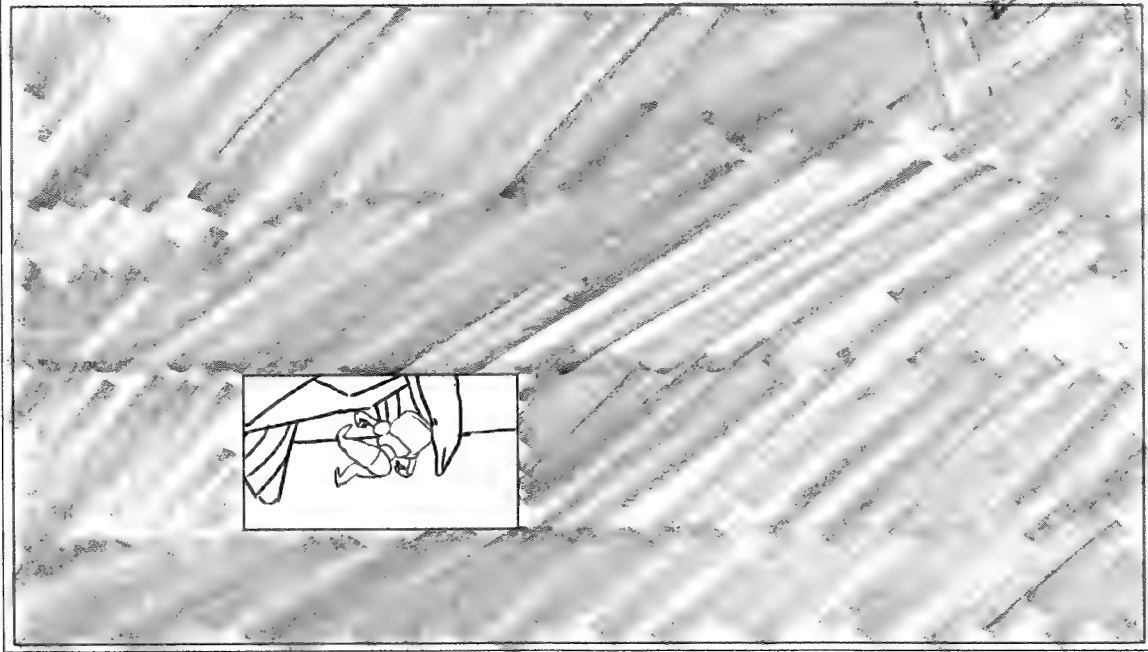
1020-009

Scene	Panel
29	11



Slugging
ADJ: 0.04 *BG ANIMATES FORWARD

Scene	Panel
29	12

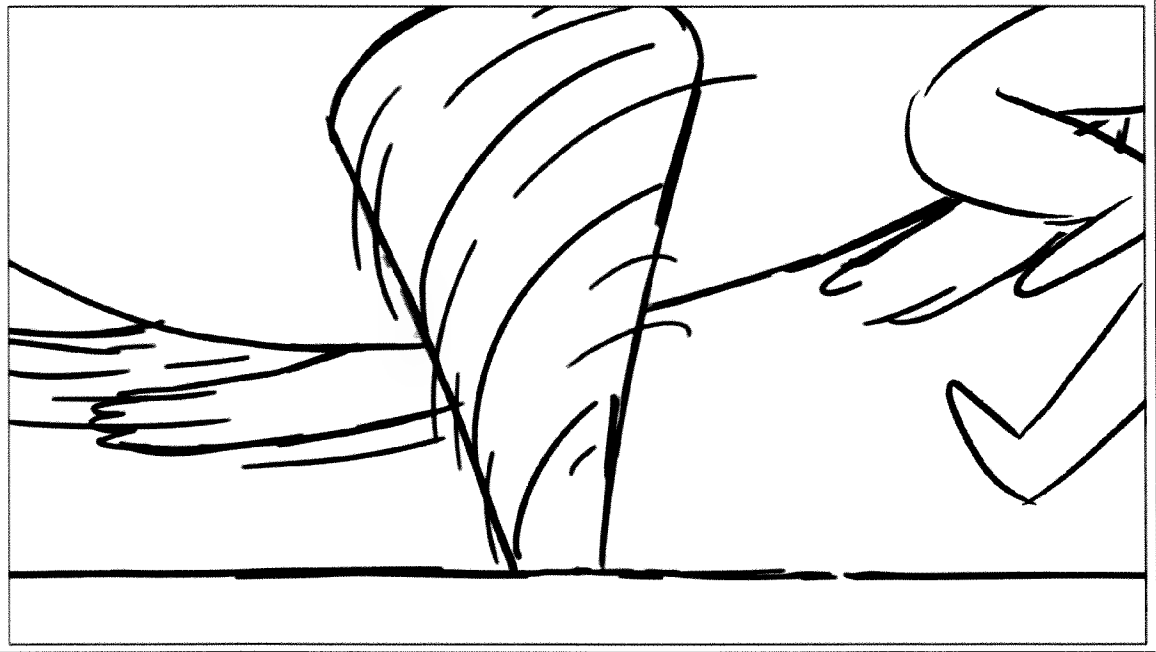


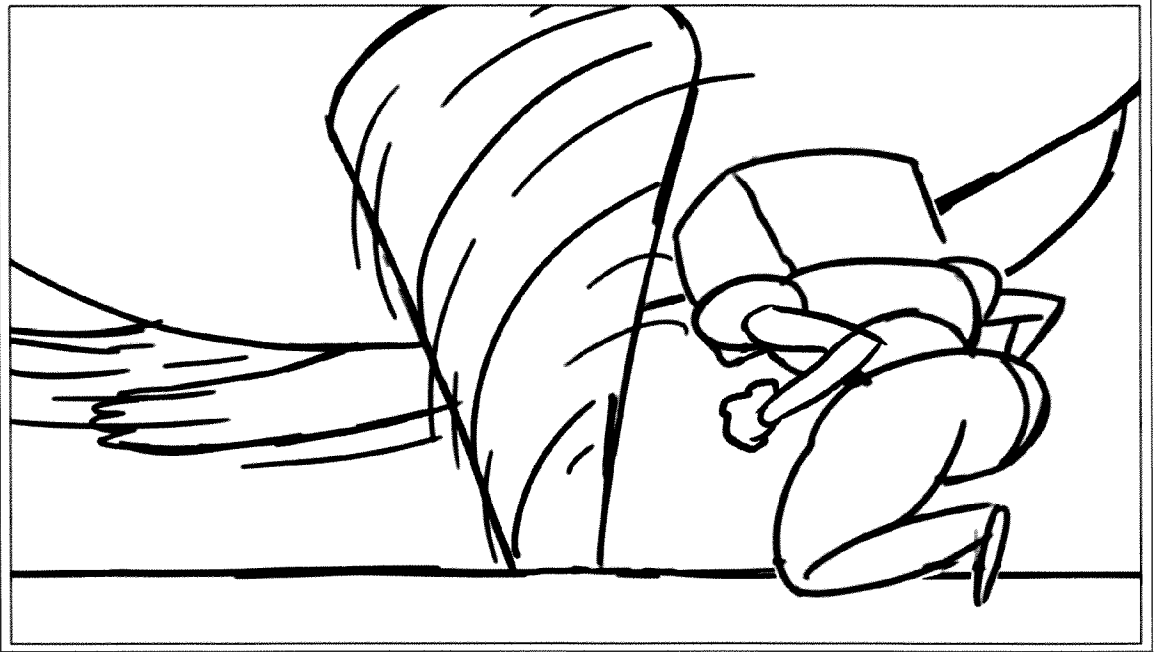
Slugging
ADJ: 0.04 *EG ANIMATES FORWARD.

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1020.009

1020.009

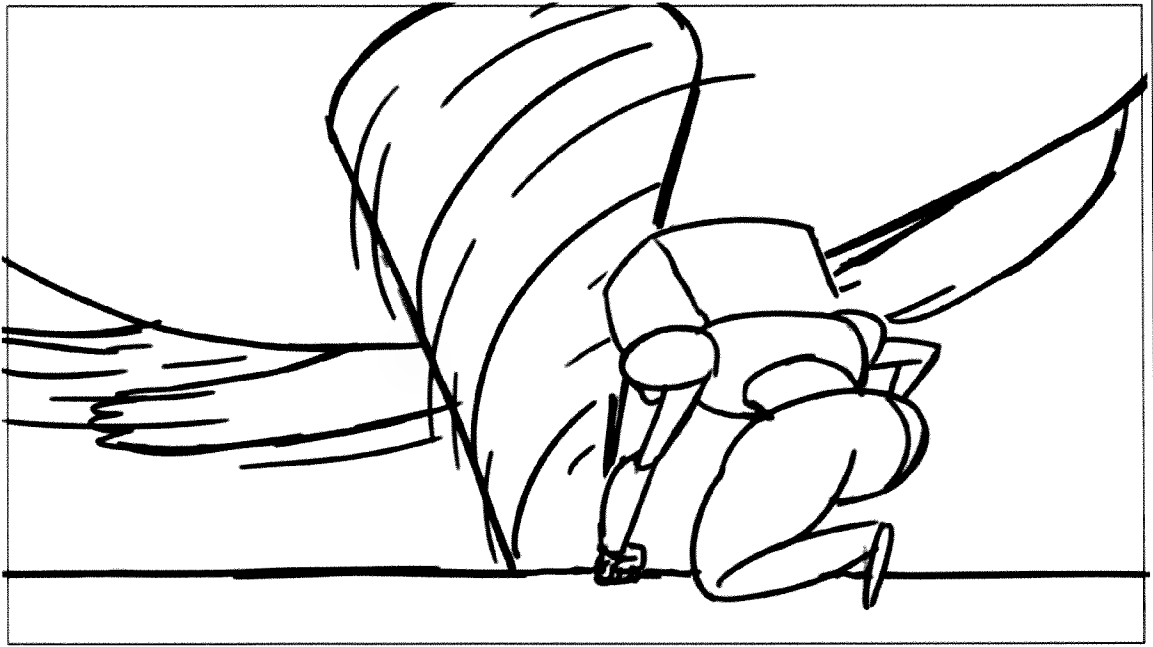
Scene	Panel
30	1
	
<p>Action Notes</p> <p>H/U to previous scene</p>	
<p>Slugging</p> <p>0.04</p>	

Scene	Panel
30	2
	
<p>Action Notes</p> <p>Garnety slides in to the base of the monster</p>	
<p>Slugging</p> <p>Panels 2 to 4 = 1.04</p> <p>JUN 17 2013</p>	

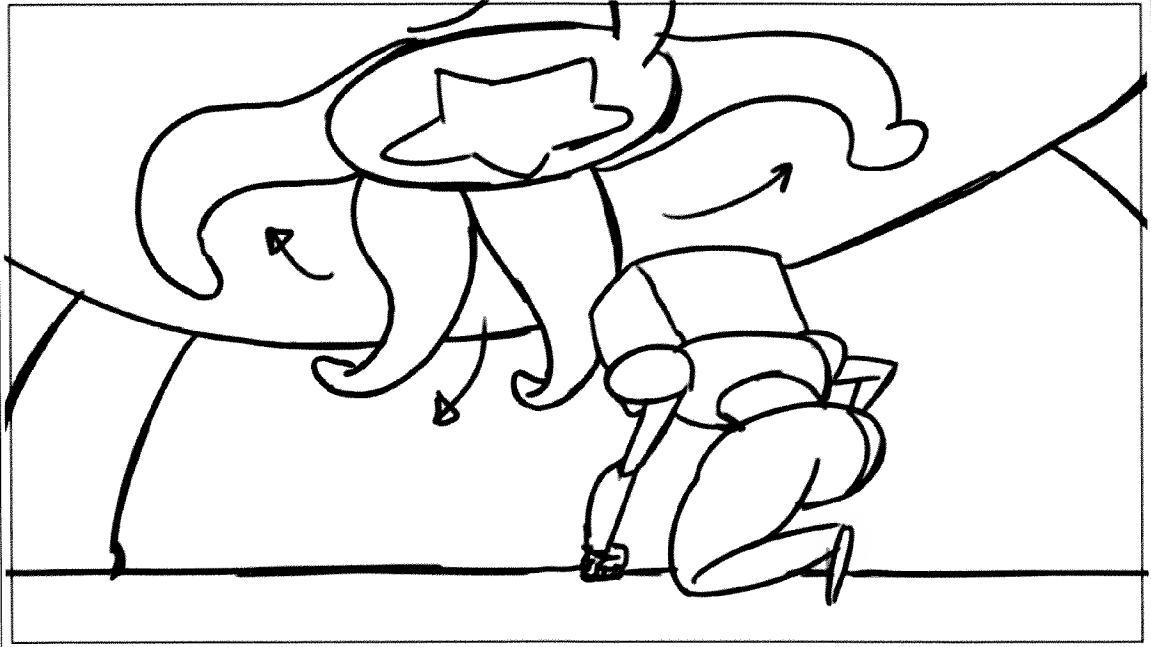
1020.009

1020.009

Scene 30 *cont* Panel 3

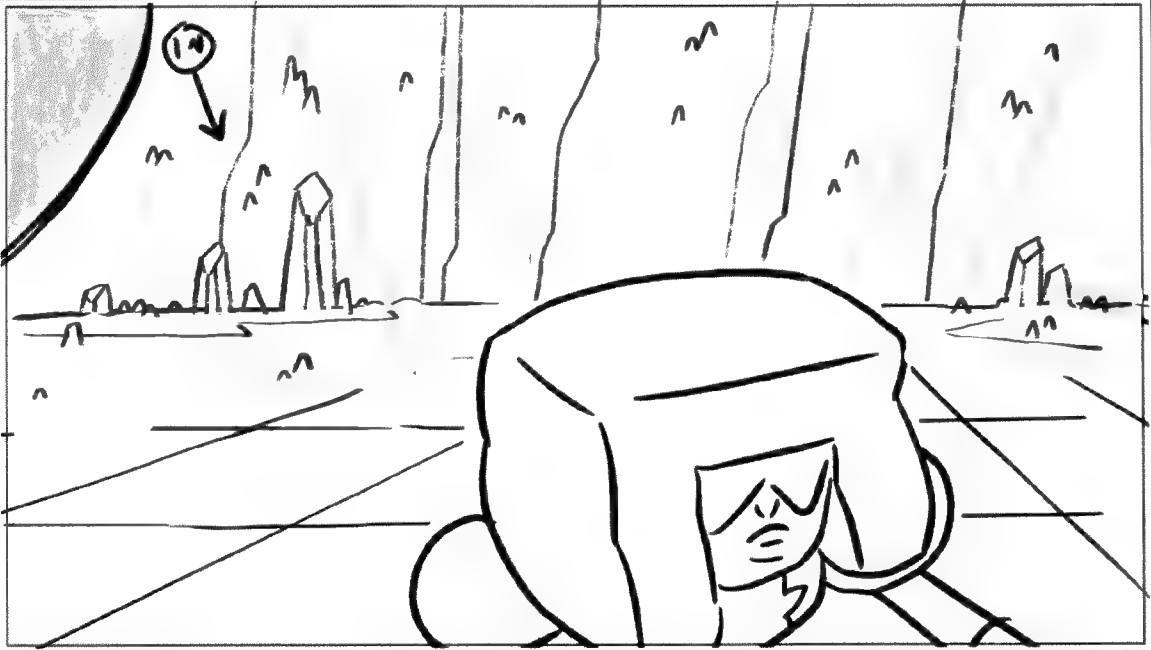


Scene 30 *cont* Panel 4



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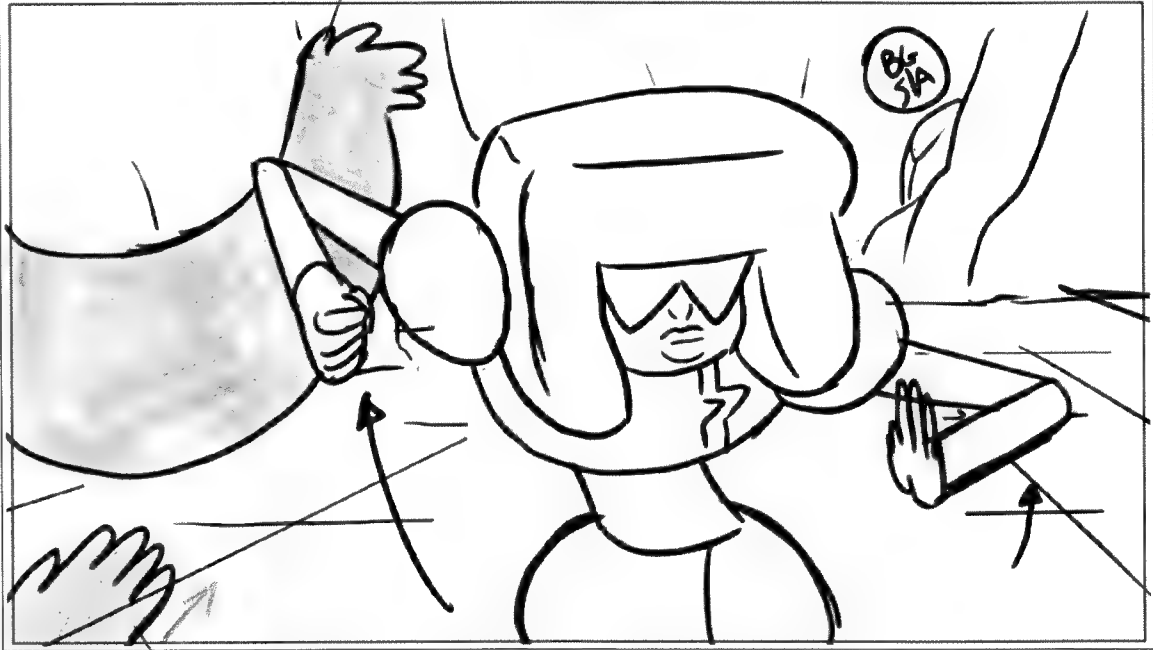
Scene	Panel
31	1



Slugging
0.06

Panels 1 to 16 total time = 3.15

Scene	Panel
31	2



Slugging
0.10

#2

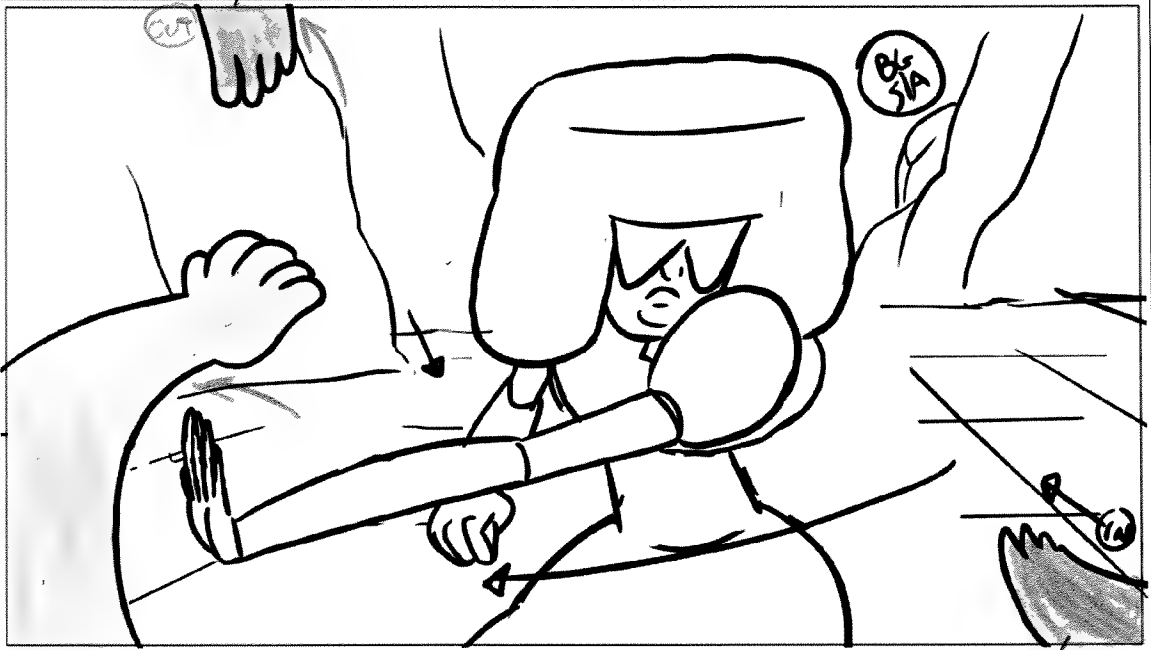
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1020.009

1020.009

Scene 31 Panel 3
cont



Slugging
0.07

Scene 31 Panel 4
cont



Slugging
Panels 4 + 5 = 0.09

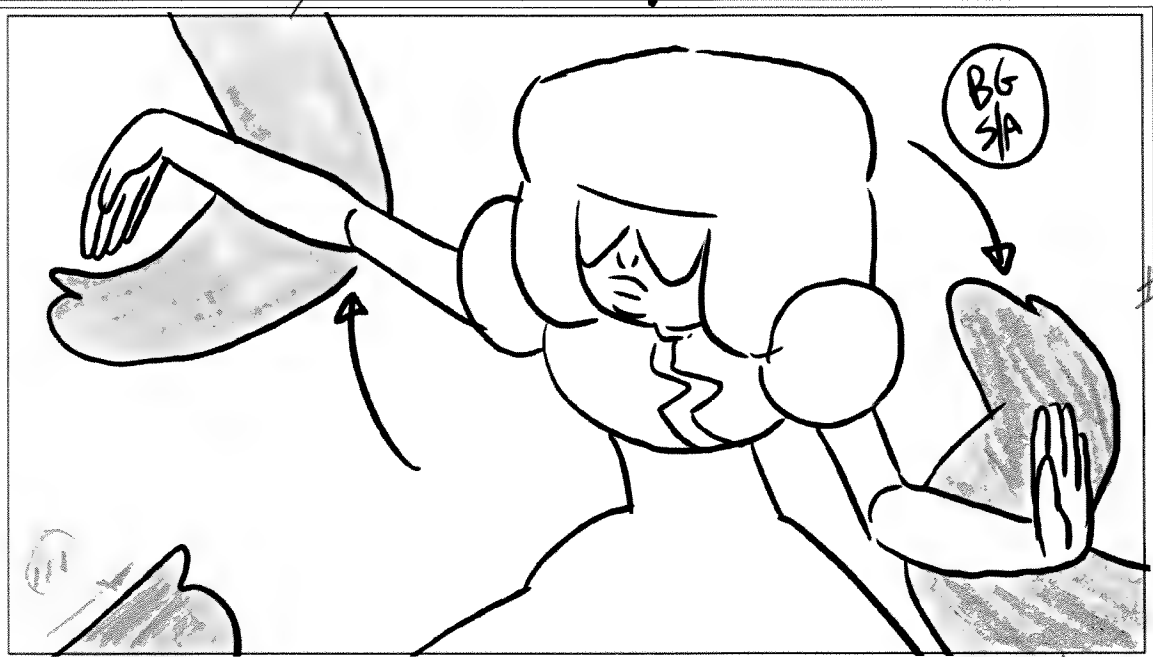
JUN 17 2013

1020.009

1020.009

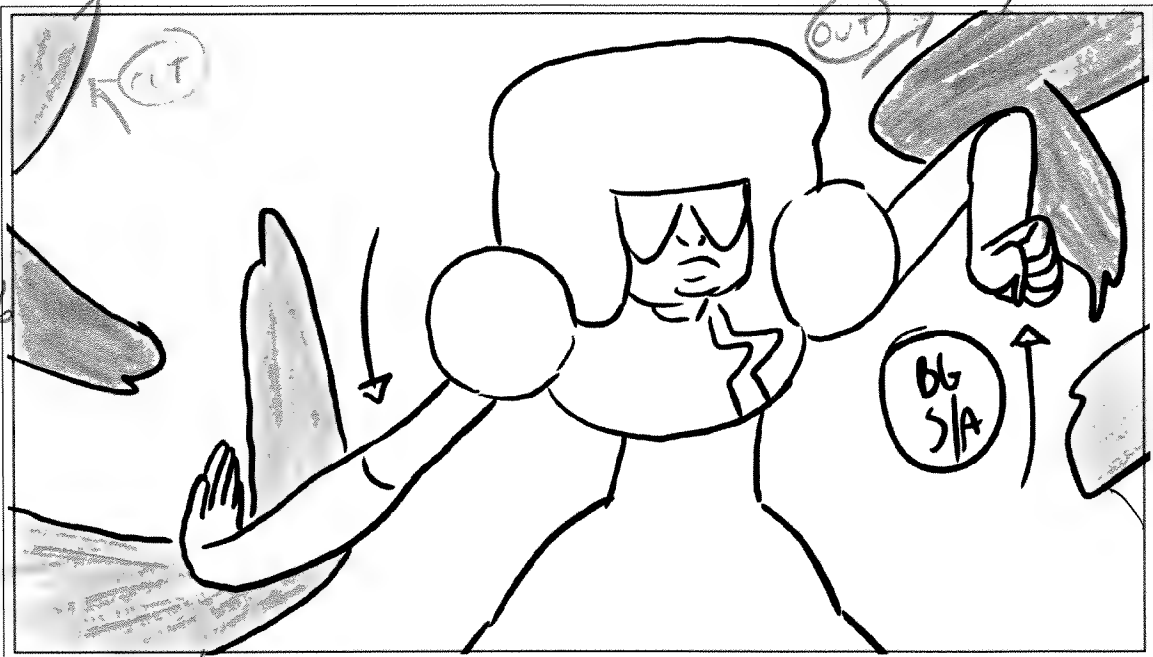
1020.009

Scene 31 Panel 5



#5 #3

Scene 31 Panel 6



Slugging
Panels 6 to 16 = 2.08
#5

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1020.009

1020.009

1020.009

Scene	Panel
31	cont

#6

CUT

BG SA

#3

#5

#8

#7

Scene	Panel
31	cont

#2

#6

#9

CUT

BG SA

#7

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1020.009

1020.009

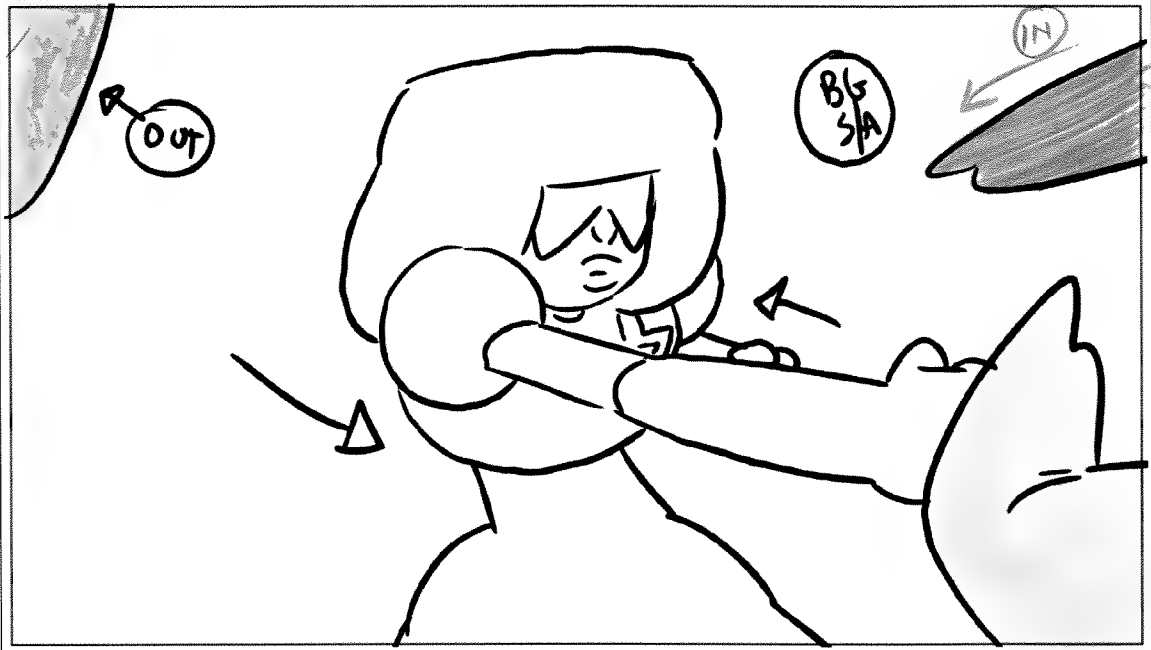
1020.009

Scene *#9* Panel 31 *cont* 9



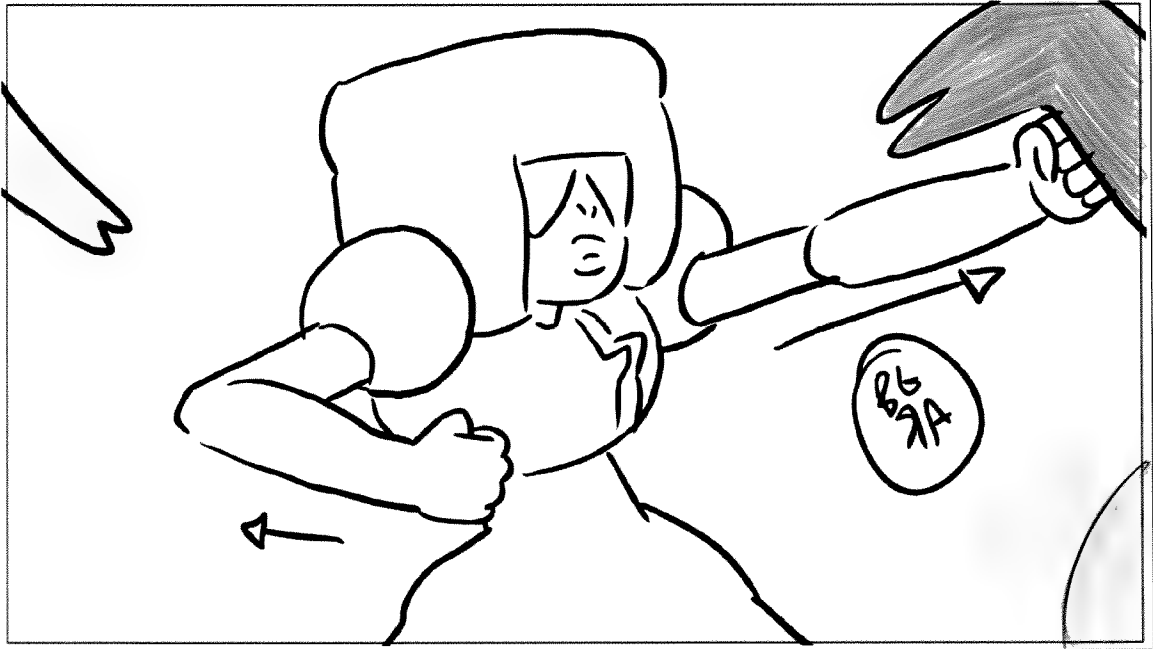
#10

Scene 31 Panel *cont* 10



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Scene	31	Panel	<i>CONT</i>	# / 11
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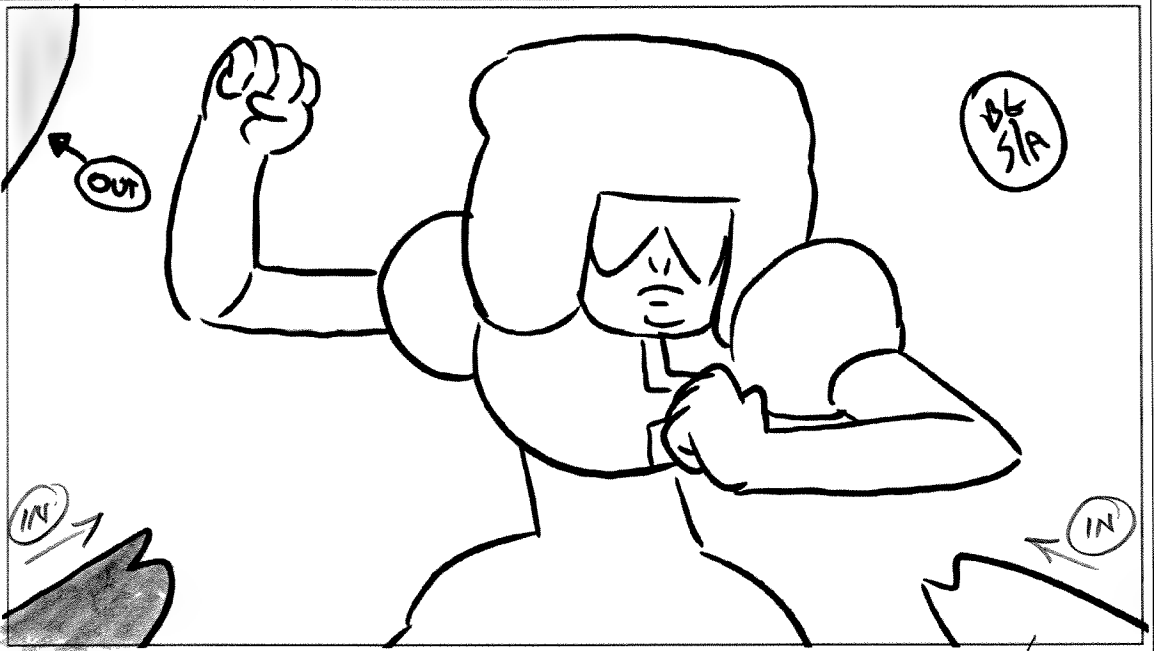
Scene	31	Panel	<i>CONT</i>	12
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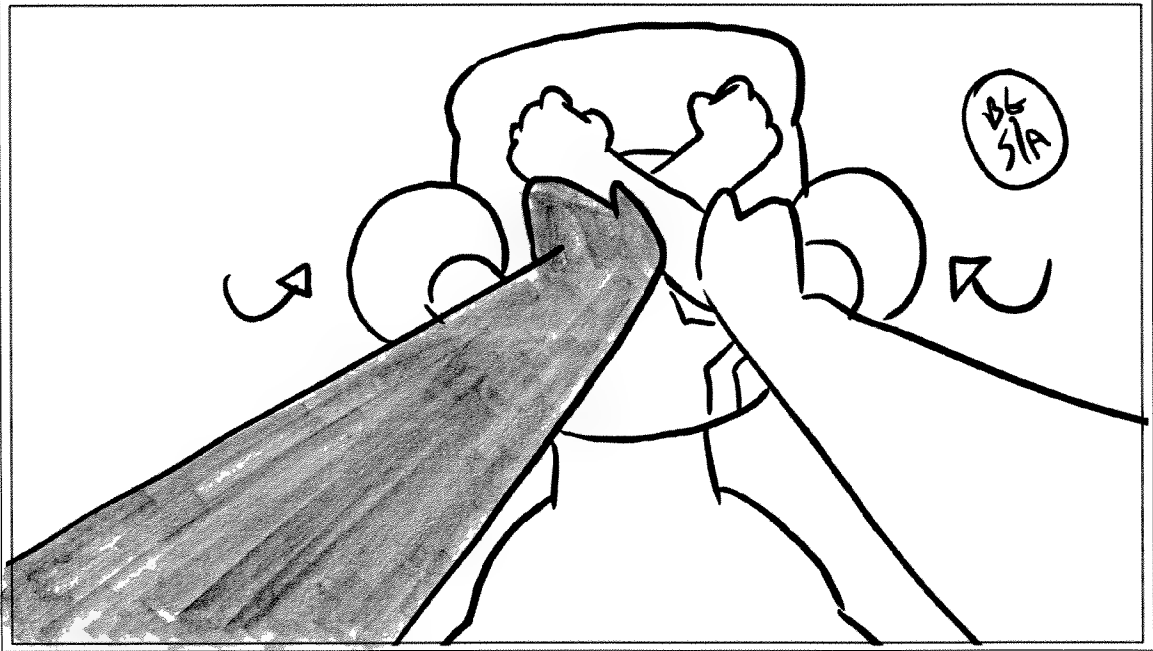
1020-009

Scene 31 Panel 13
cont



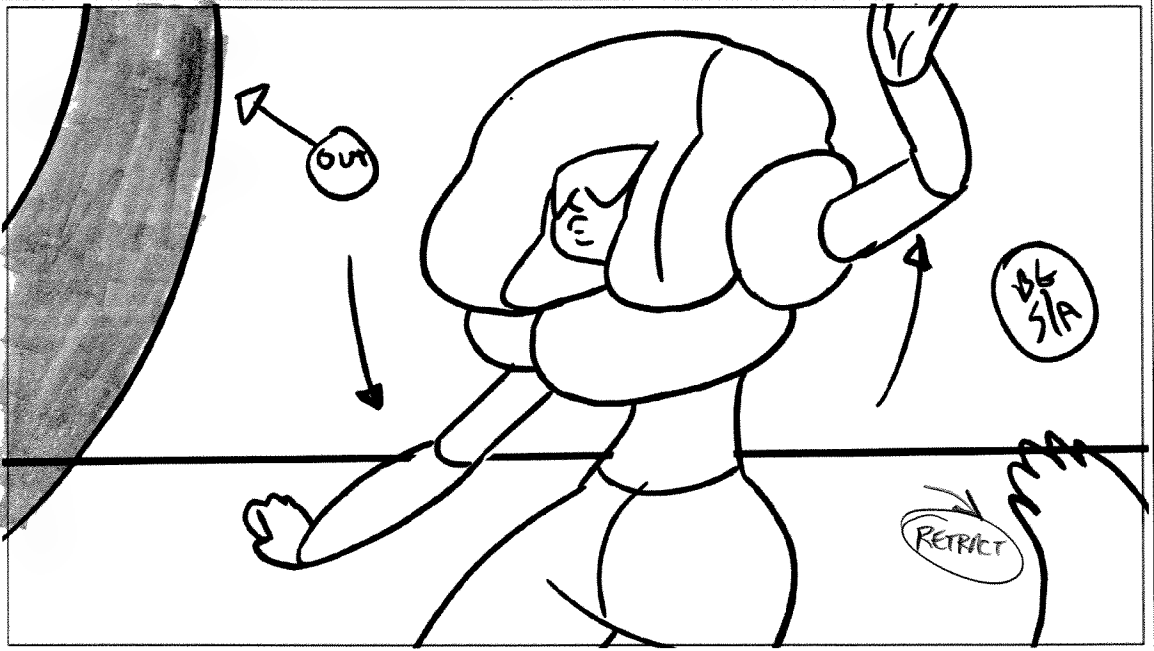
13 12

Scene 31 Panel 14
cont



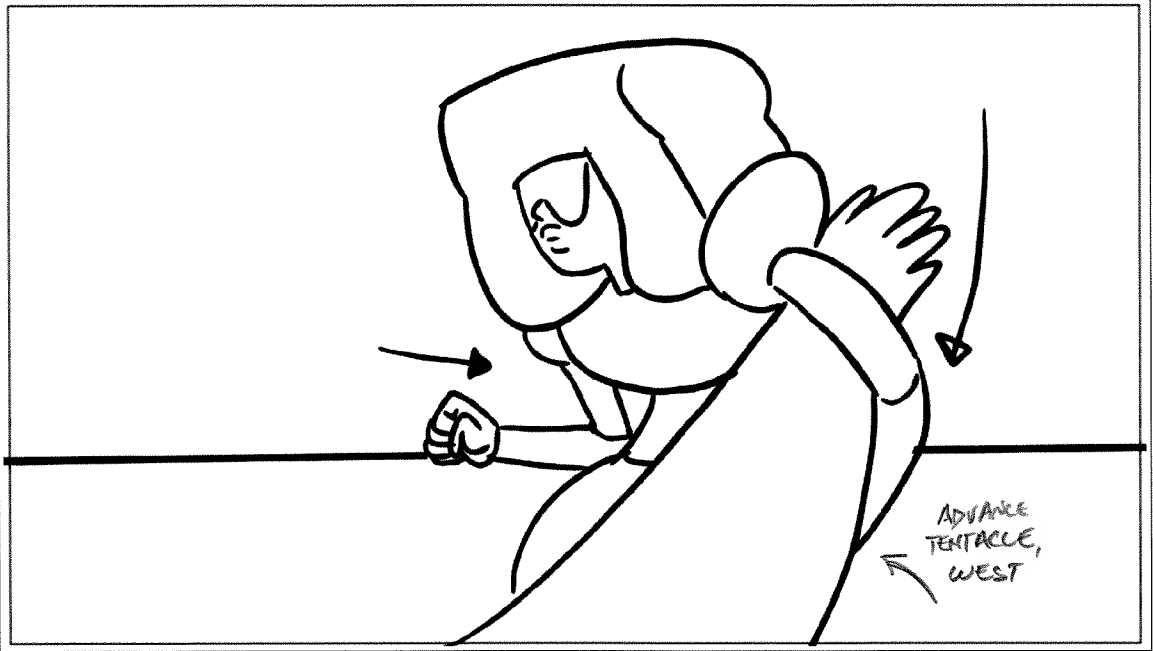
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Scene 31 Panel 15



Slugging
0.06

Scene 31 Panel 16



Slugging
0.08

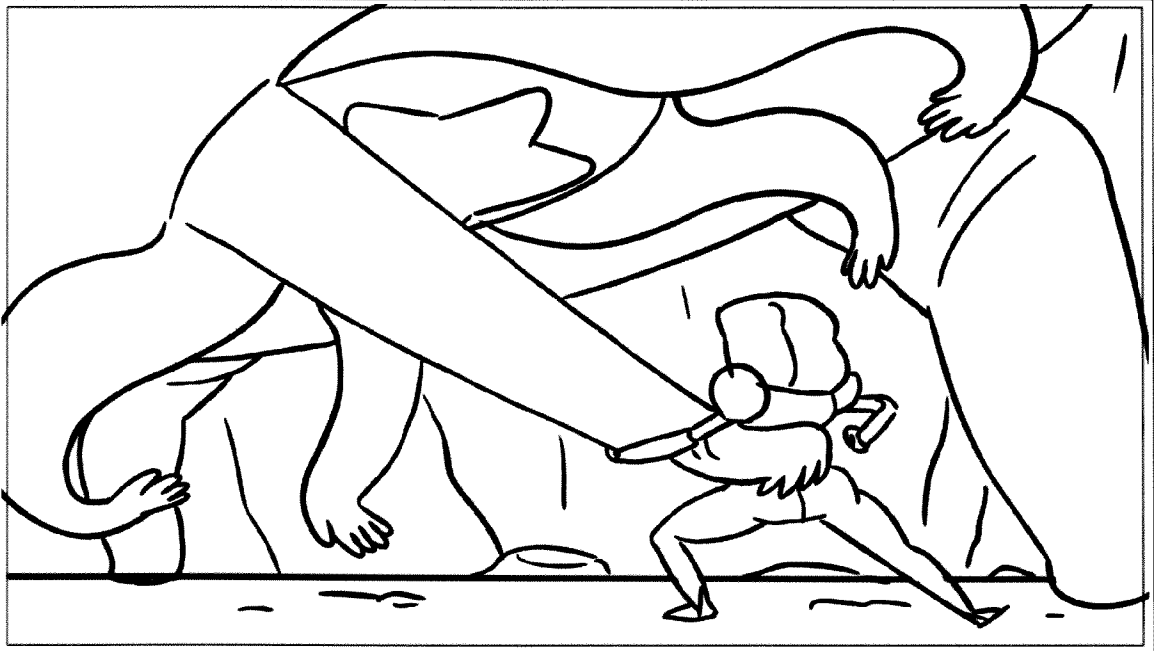
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1020.009

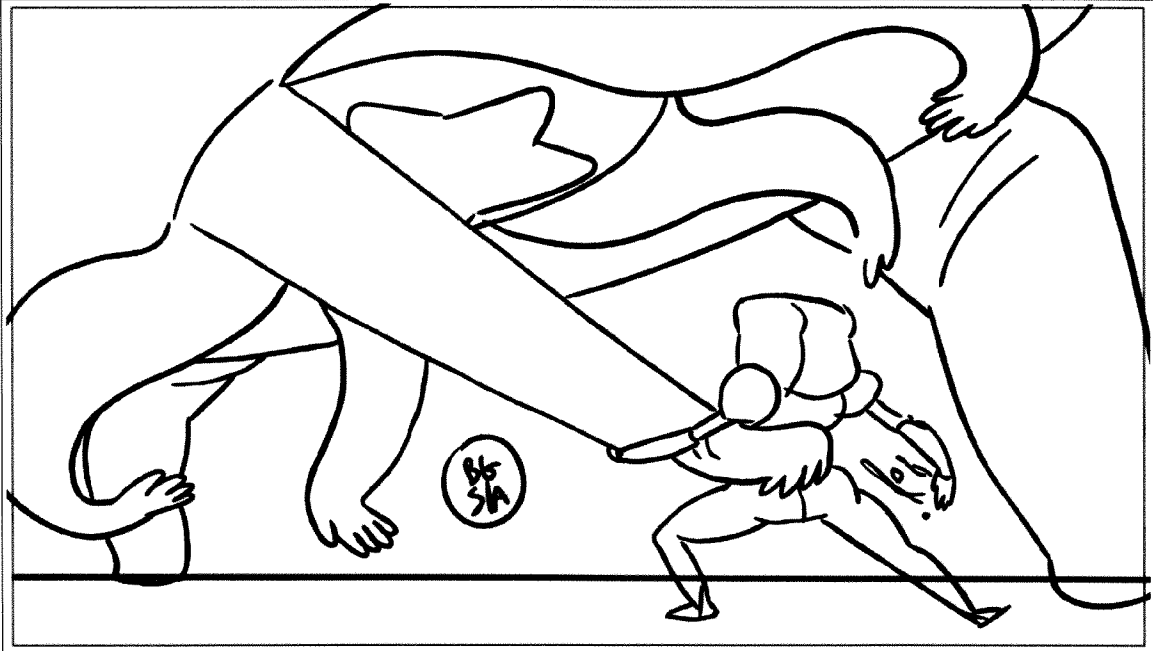
1020.009

Scene	Panel
32	1



Slugging
0.07

Scene	Panel
32	2 <i>cont</i>

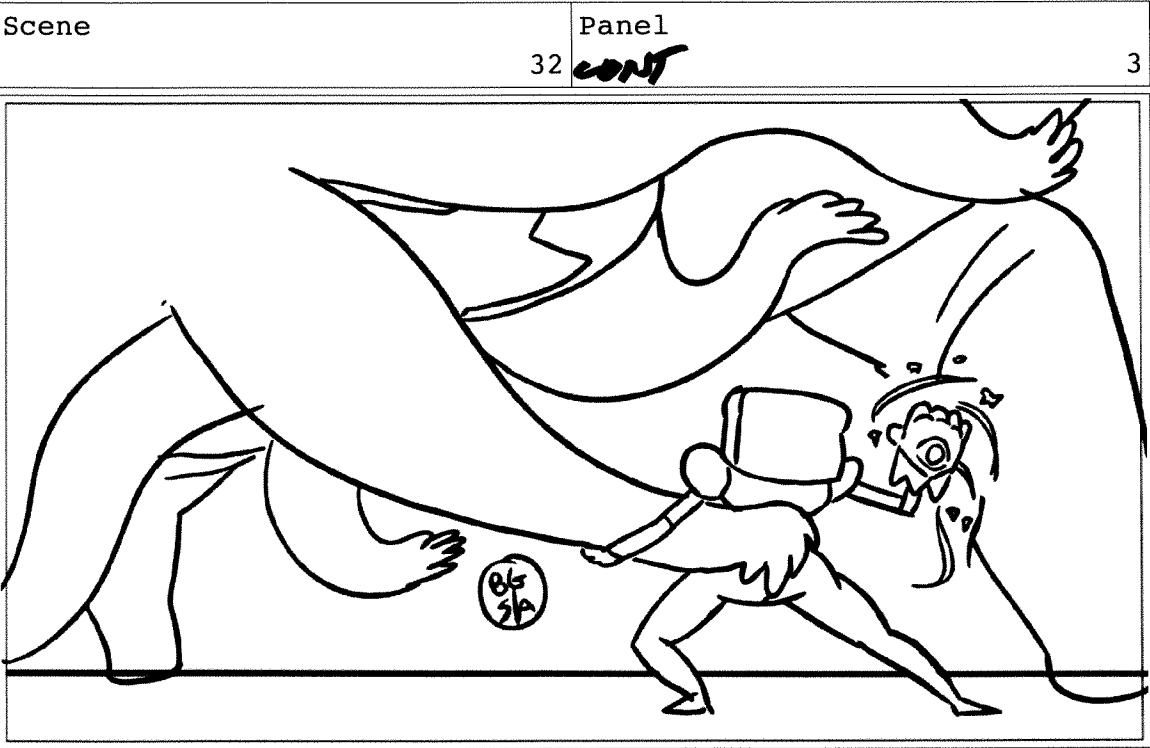


Slugging
0.07

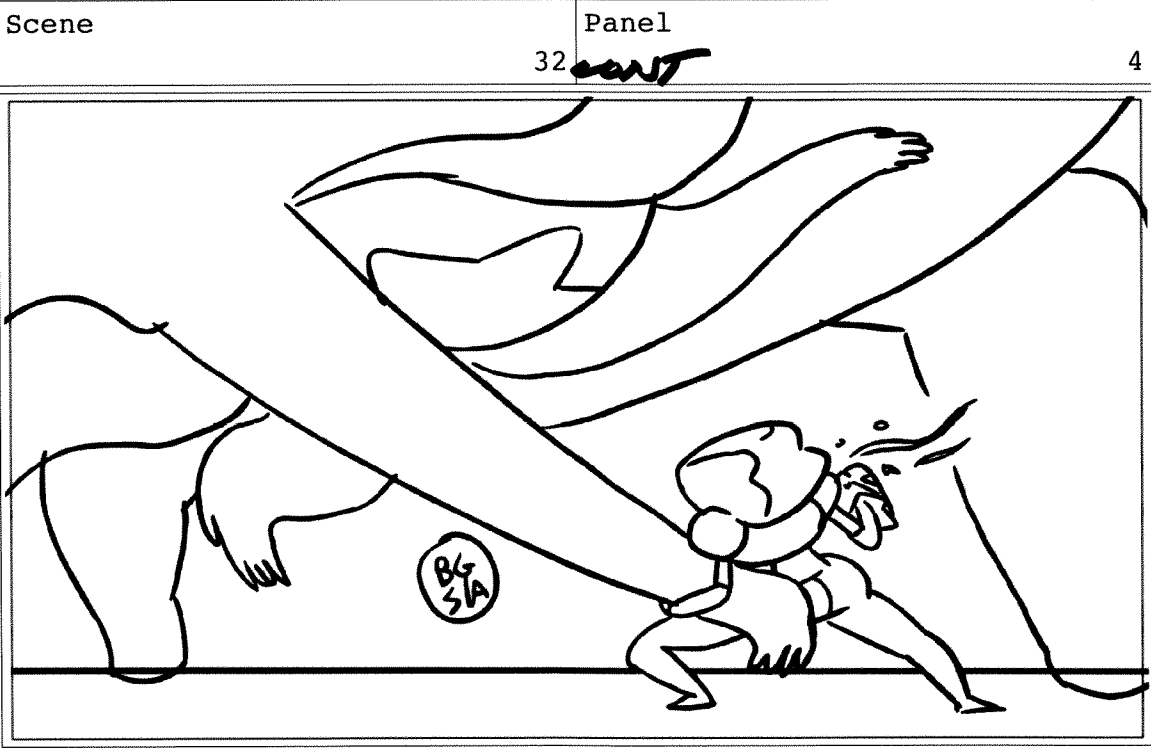
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1020-009



Slugging
0.12



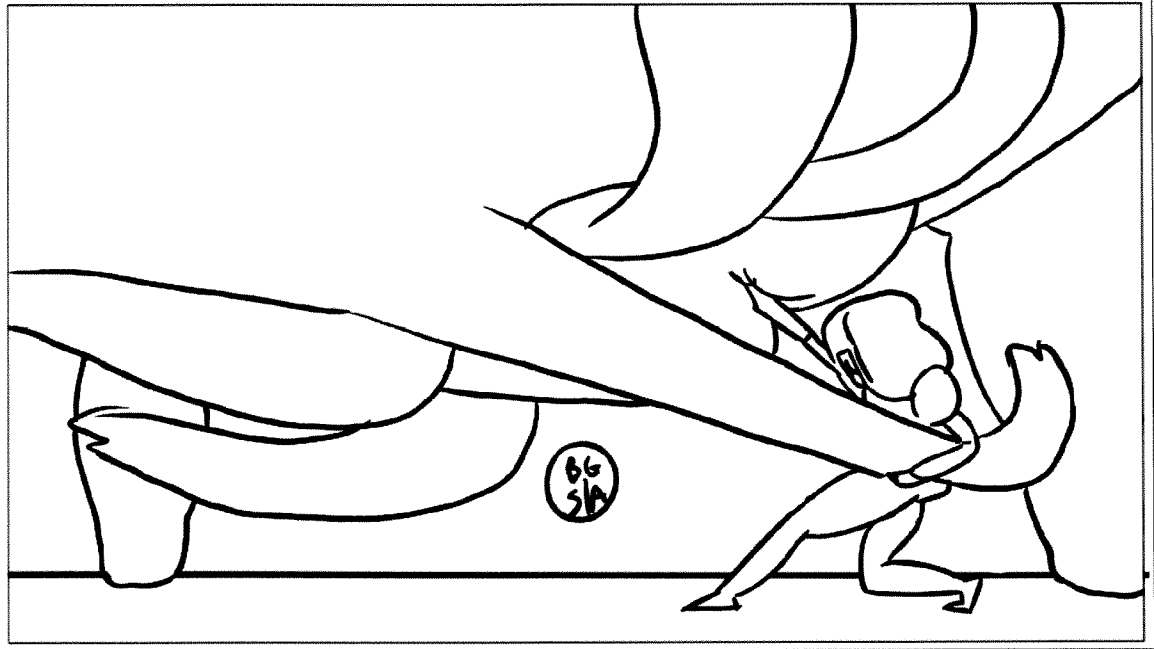
Slugging
0.06

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1020.009

1020.009

Scene	Panel
32	cont 5



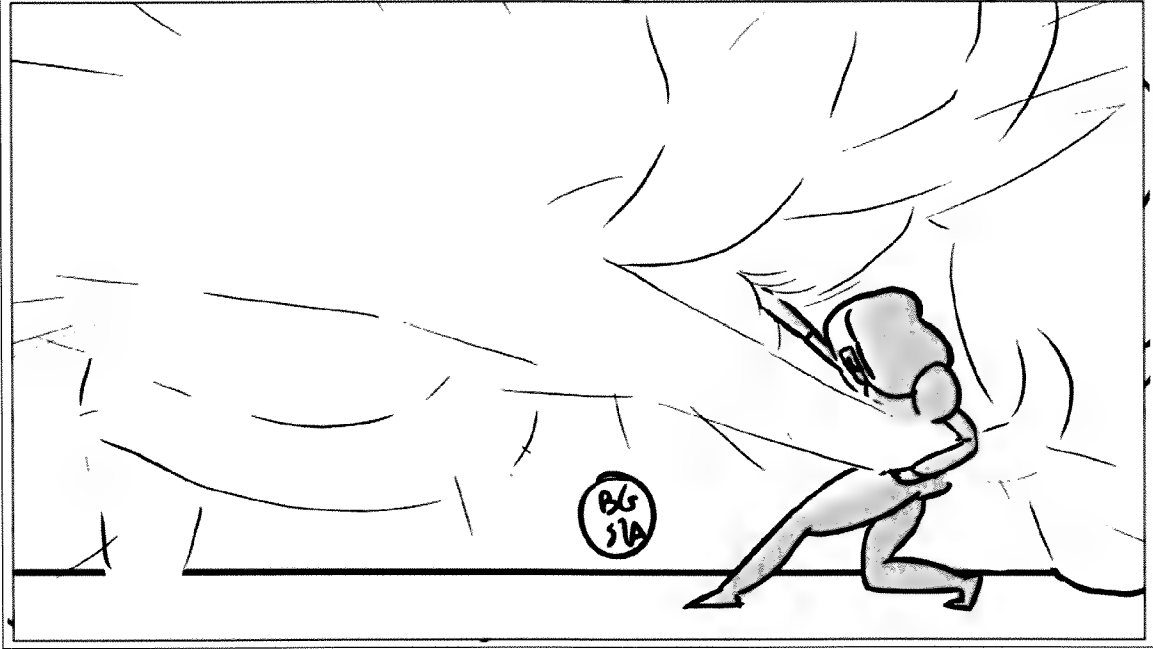
Action Notes

Garnet pulls monster towards herself as she punches

Slugging

1.02

Scene	Panel
32	cont 6



Action Notes

monster explodes into smoke

Slugging

0.12

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1020.009

1020.009

Scene

32

Panel

CONT

7

Slugging
0.02

Scene

32

Panel

CONT

8

Slugging
0.02

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1020.009

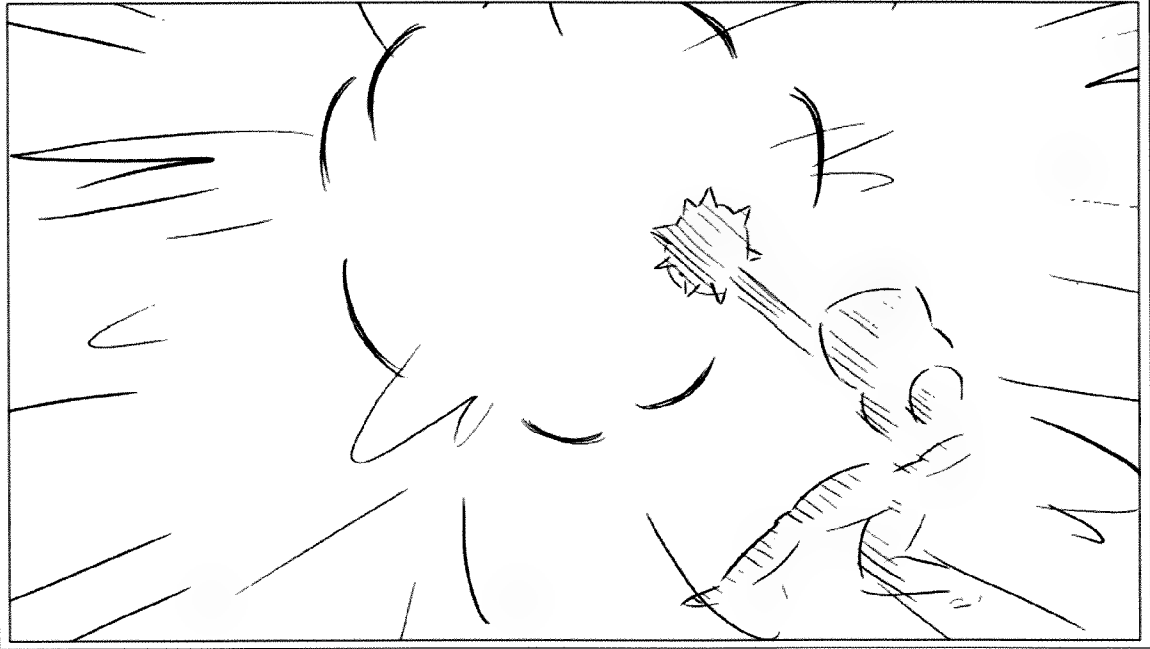
1020.009

Scene	Panel
32	CONT 9



Slugging
0.02

Scene	Panel
32	CONT 10



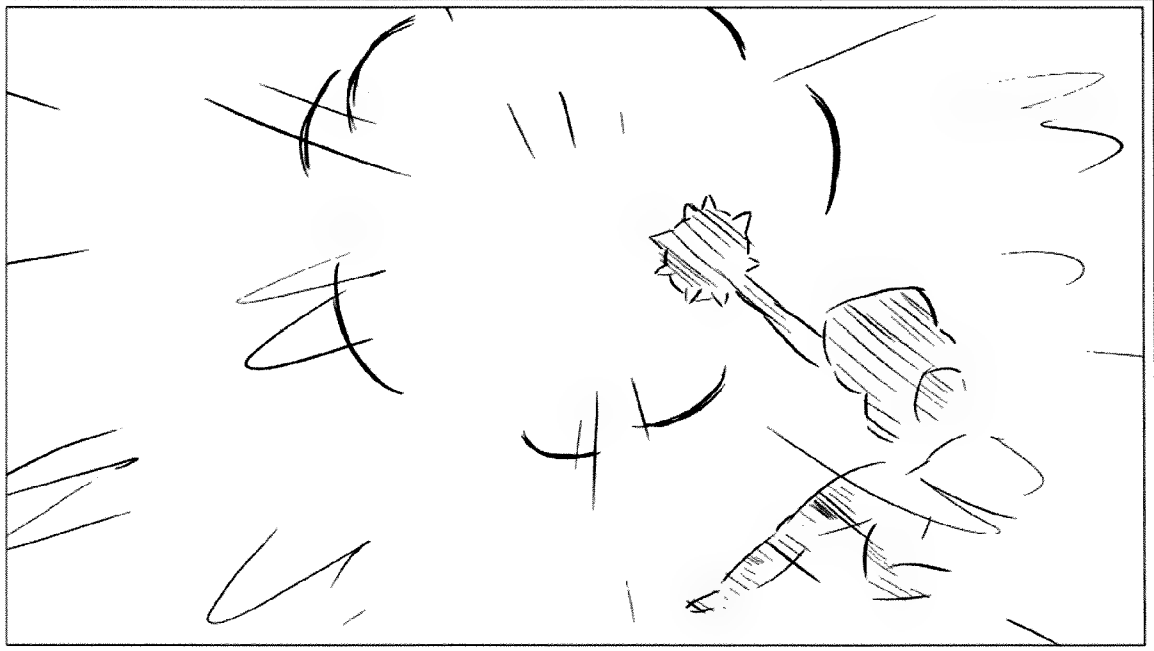
Slugging
0.02

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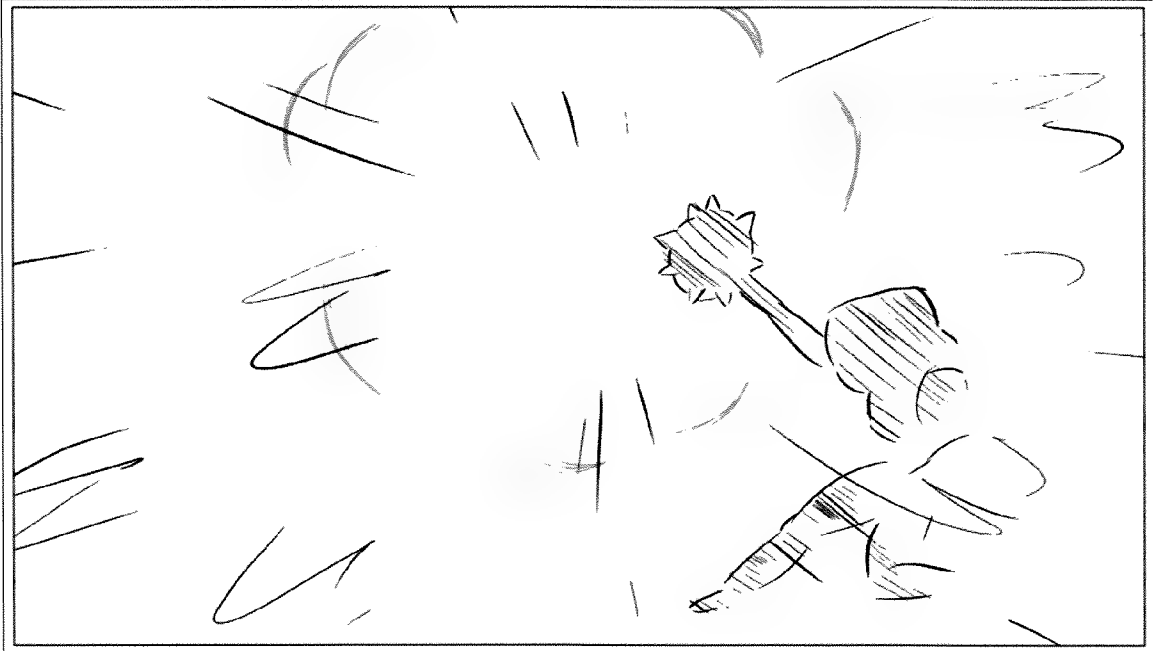
1020.009

Scene	Panel
32	cont 11



Slugging
0.02

Scene	Panel
32	cont 12



Slugging
0.02

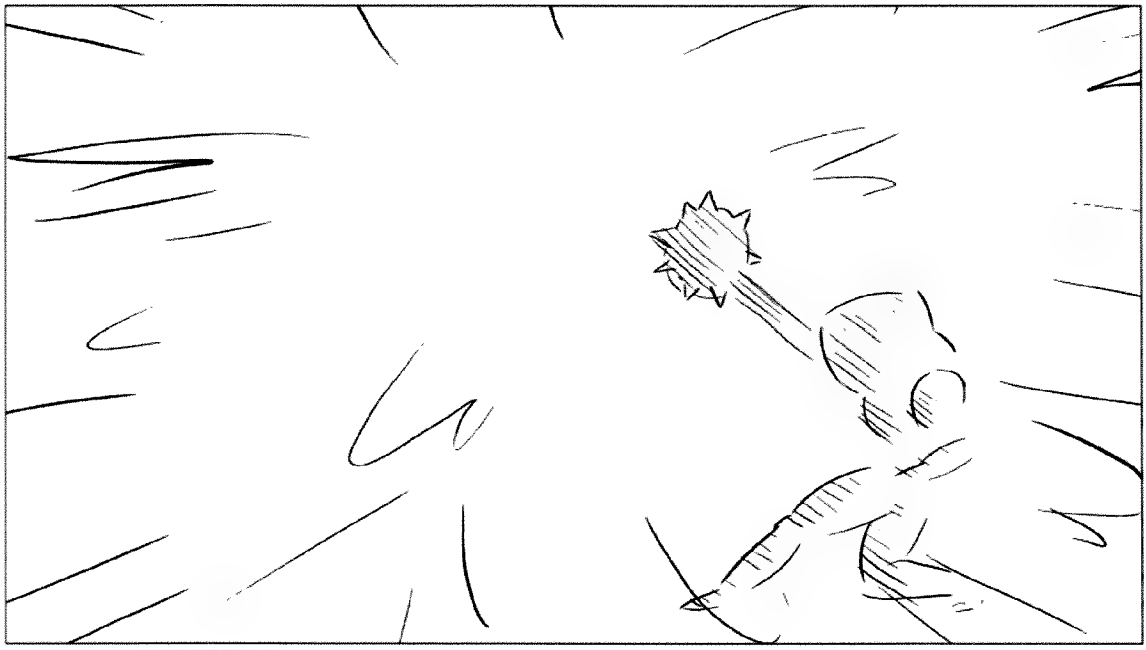
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1020.009

1020.009

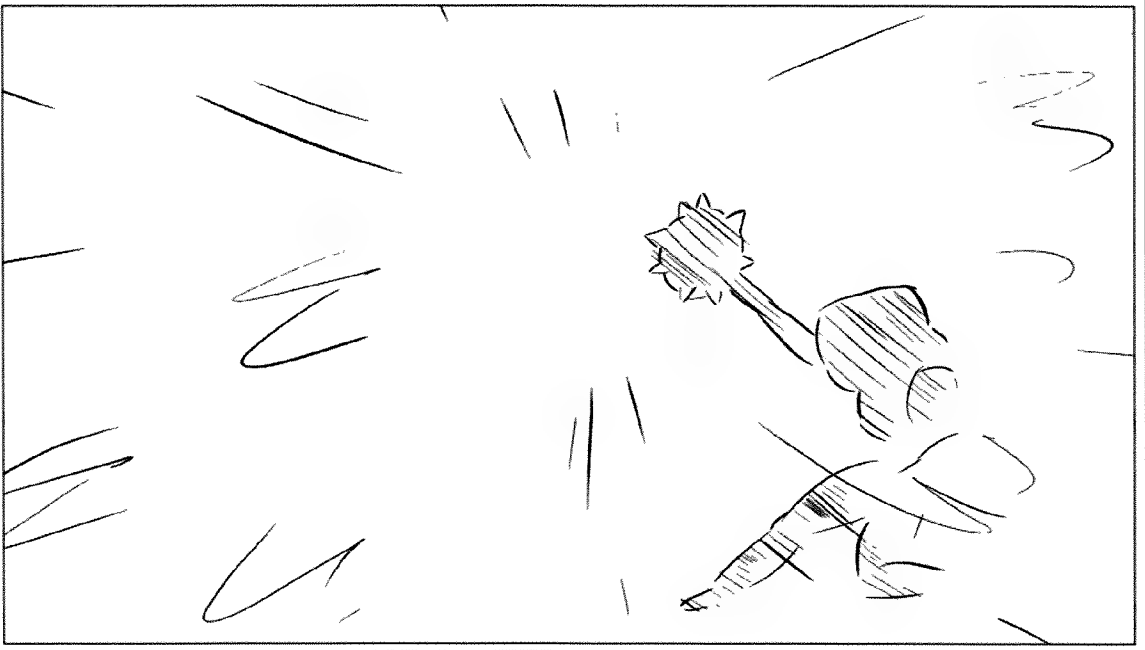
1020.009

Scene	Panel
32	CONT .13



Slugging
0.02

Scene	Panel
32	CONT 14



Slugging
0.06

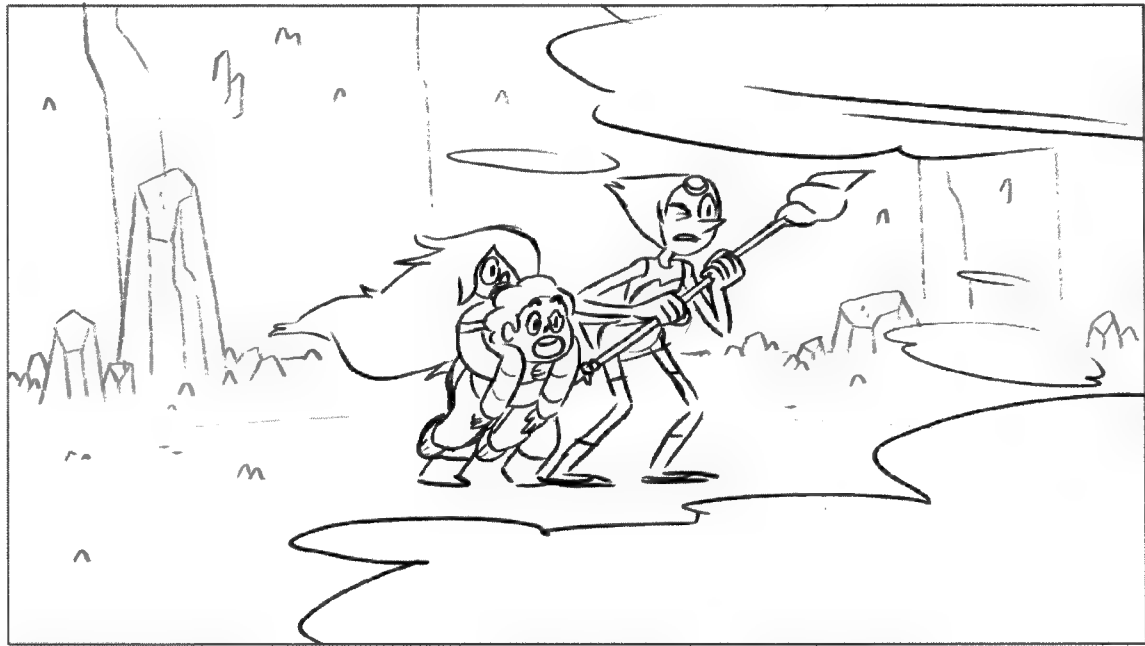
JUN 17 2013

1020.009

1020.009

1020.009

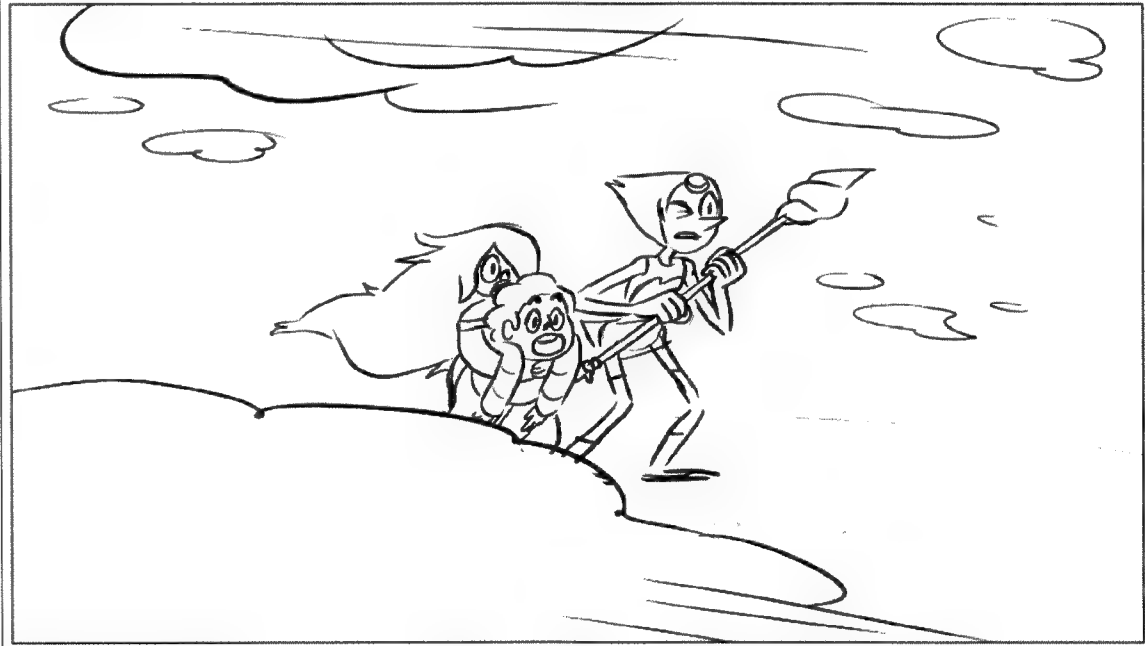
Scene	Panel
33	1



Action Notes
smoke blows past A,P,and S

Slugging
0.04

Scene	Panel
33	2



Slugging
0.08

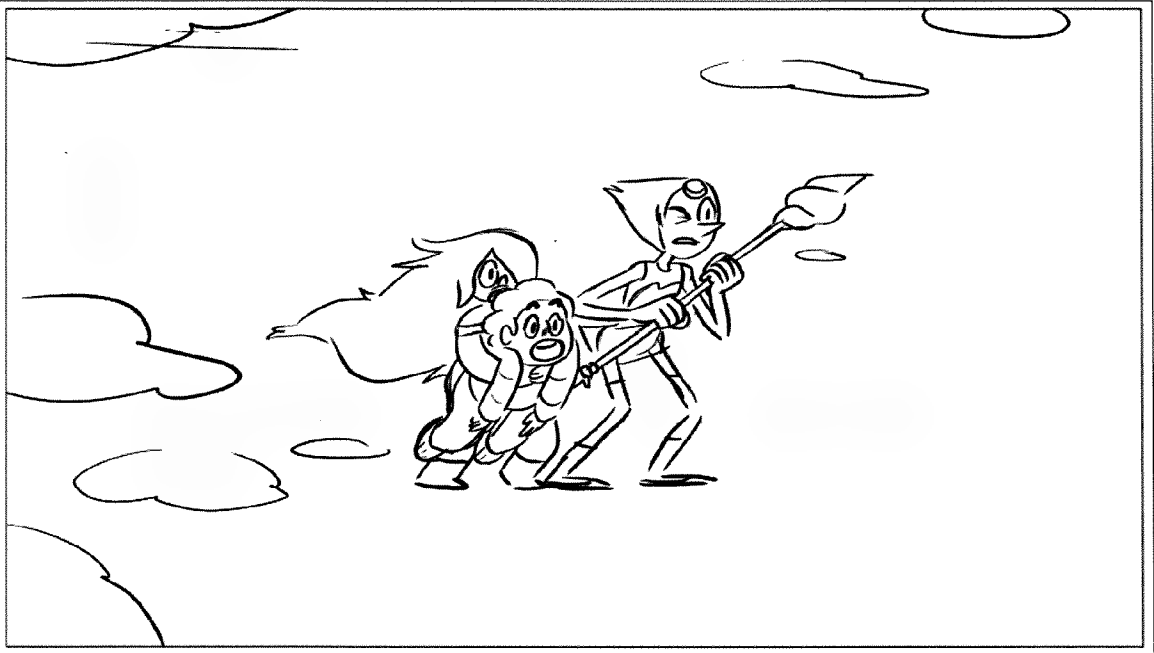
JUN 17 2013

1020.009

1020.009

1020.009

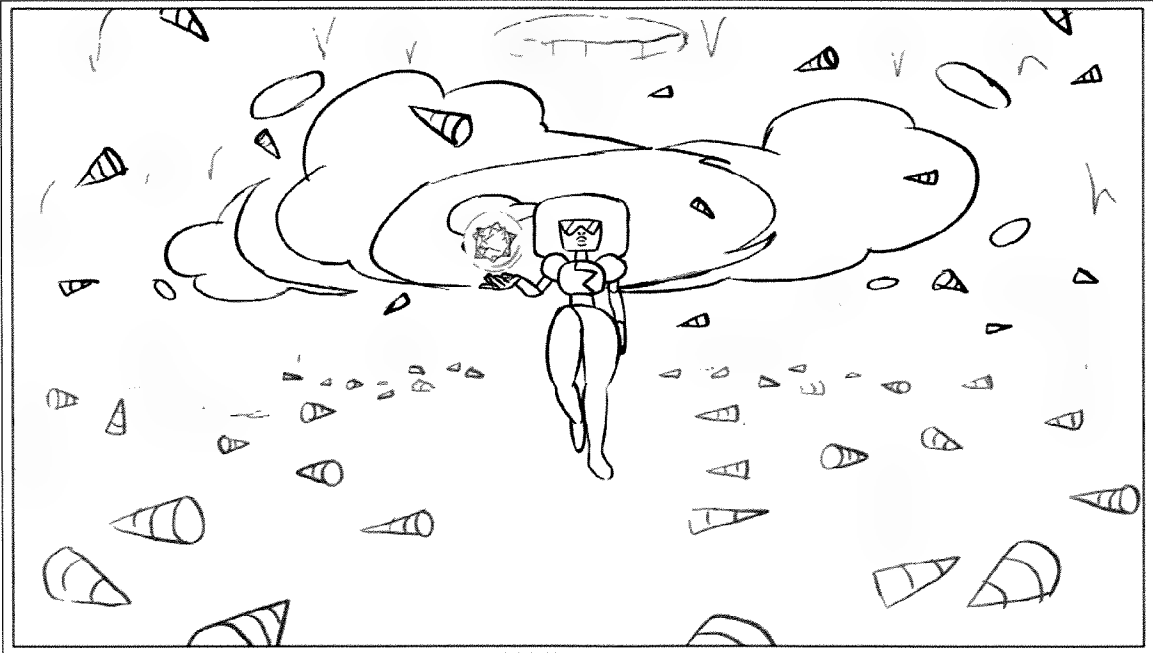
Scene	Panel
33	3



Dialog
STEVEN: WOW.

Slugging
1.09

Scene	Panel
34	1



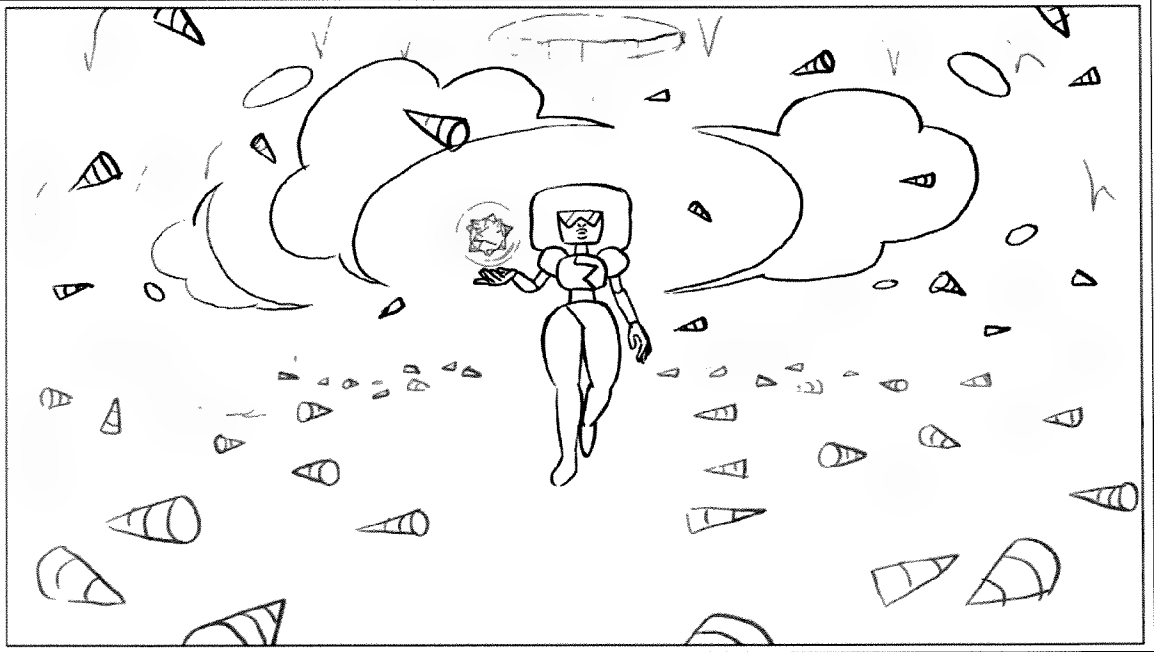
Slugging
Panels 1 to 9 = 3.11

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1020.009

1020.009

Scene 34 Panel 2



Action Notes
Garnet walking towards camera with a gem floating above her hand

Scene 34 Panel 3

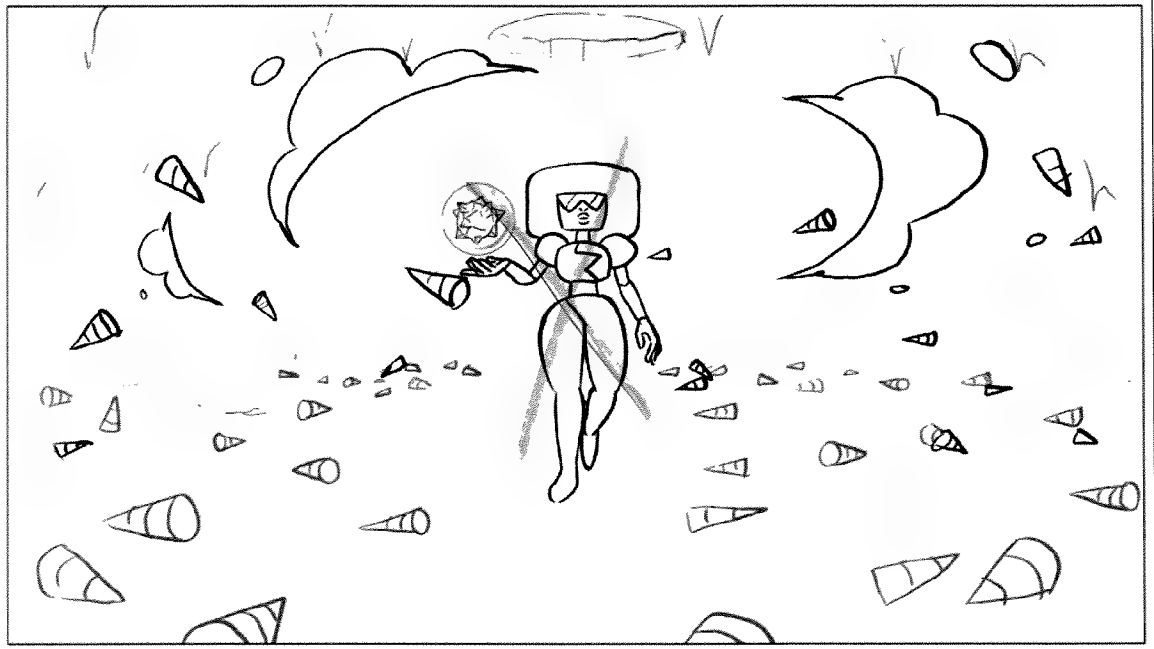


7 2013

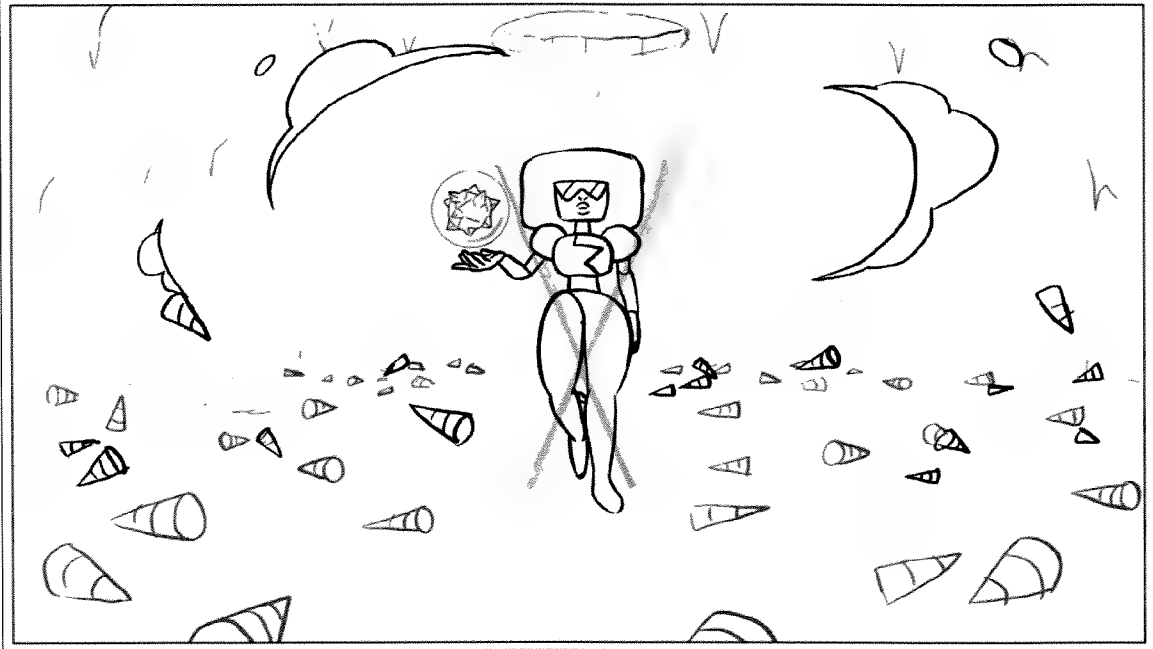
1020-009

1020-009

Scene 34 Panel 4



Scene 34 Panel 5



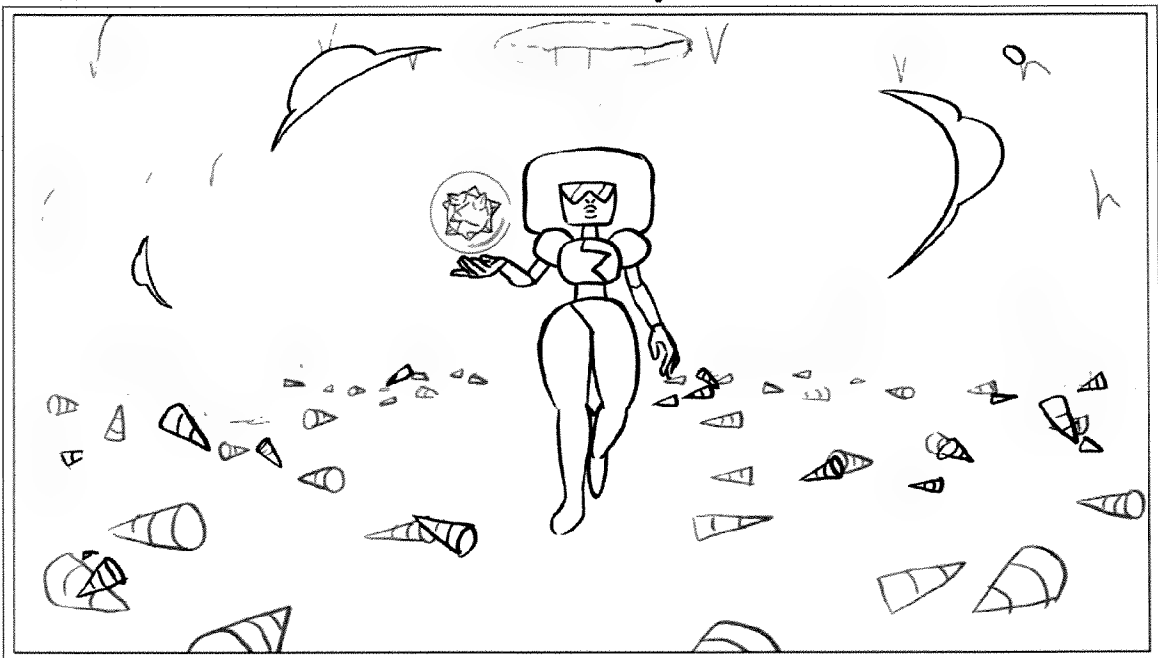
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1020.009

1020.009

1020.009

Scene 34 Panel 6



Scene 34 Panel 7



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1020-009

Scene	Panel	
34	<i>cont</i>	8

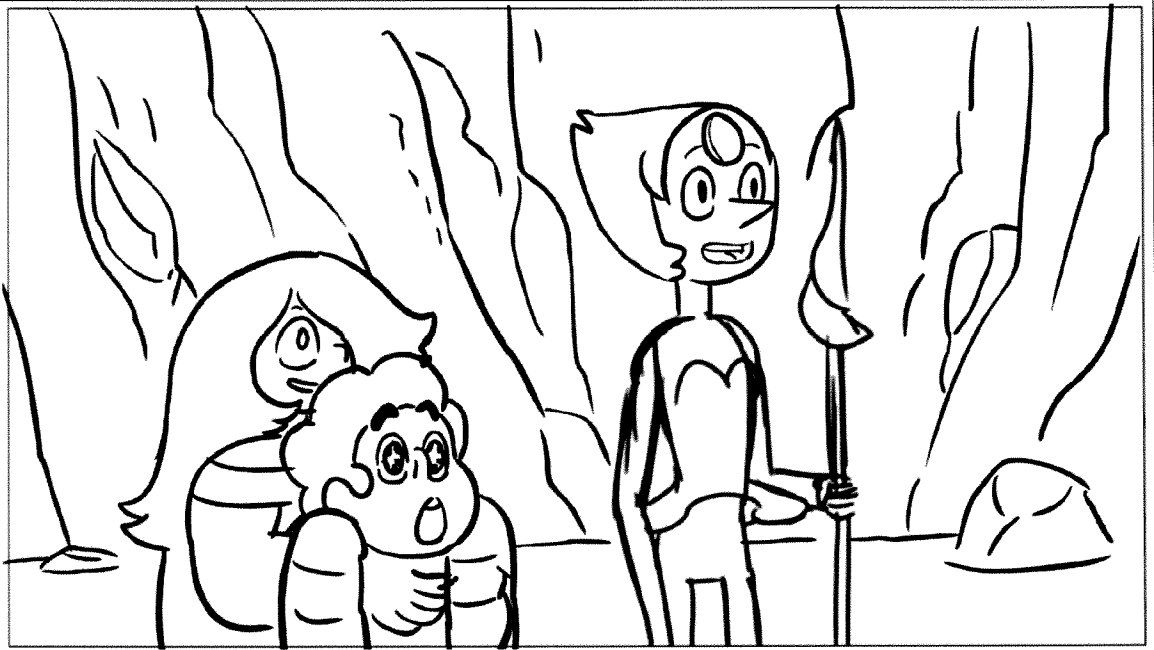


Scene	Panel	
34	<i>cont</i>	9



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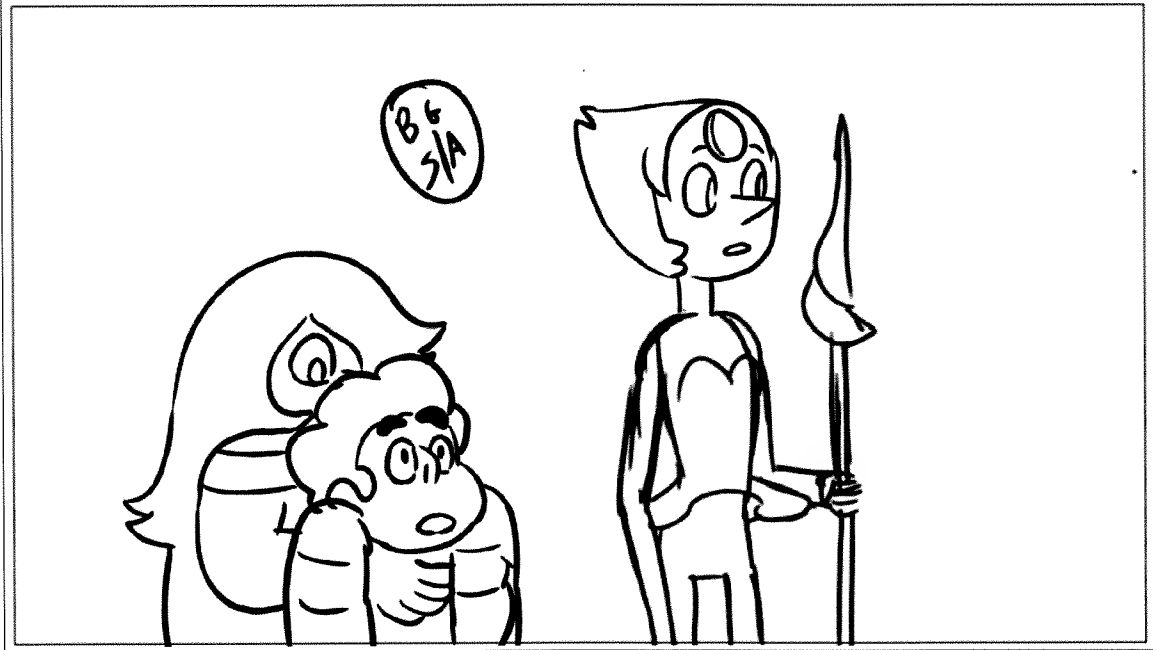
Scene	Panel
35	1



Dialog
STEVEN: (*TOTALLY AMAZED) SHE'S SO FAST.

Slugging
3.03

Scene	Panel
35	2



Dialog
STEVEN: GARNET, YOU'RE AMAZING!

Slugging
2.03

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1020.009

1020.009

Scene	Panel
35	<i>CONT</i> 3



Dialog

STEVEN: HOW'D YOU EVEN DO THAT?!

Slugging

2.06

Scene	Panel
35	<i>CONT</i> 4



Dialog

PEARL: LOOK!

Slugging

0.15

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1020-009

Scene	Panel
36	1



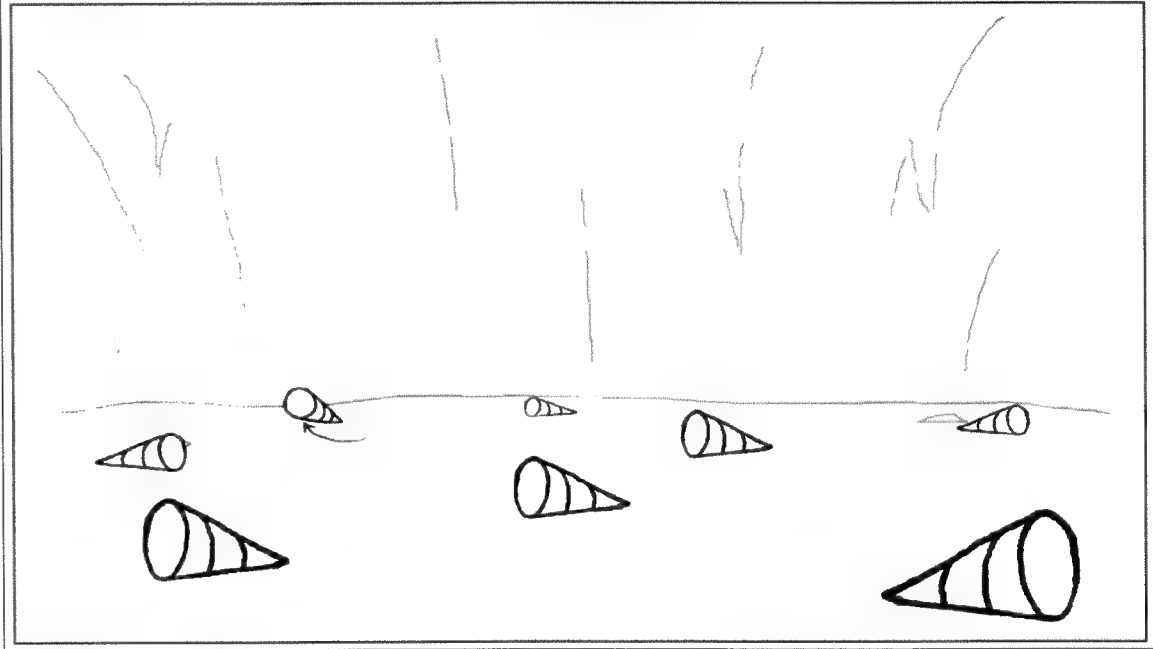
Dialog

PEARL: THE LITTLE ONES...

Slugging

1.01

Scene	Panel
36	2



Dialog

PEARL: ...DIDN'T...

Slugging

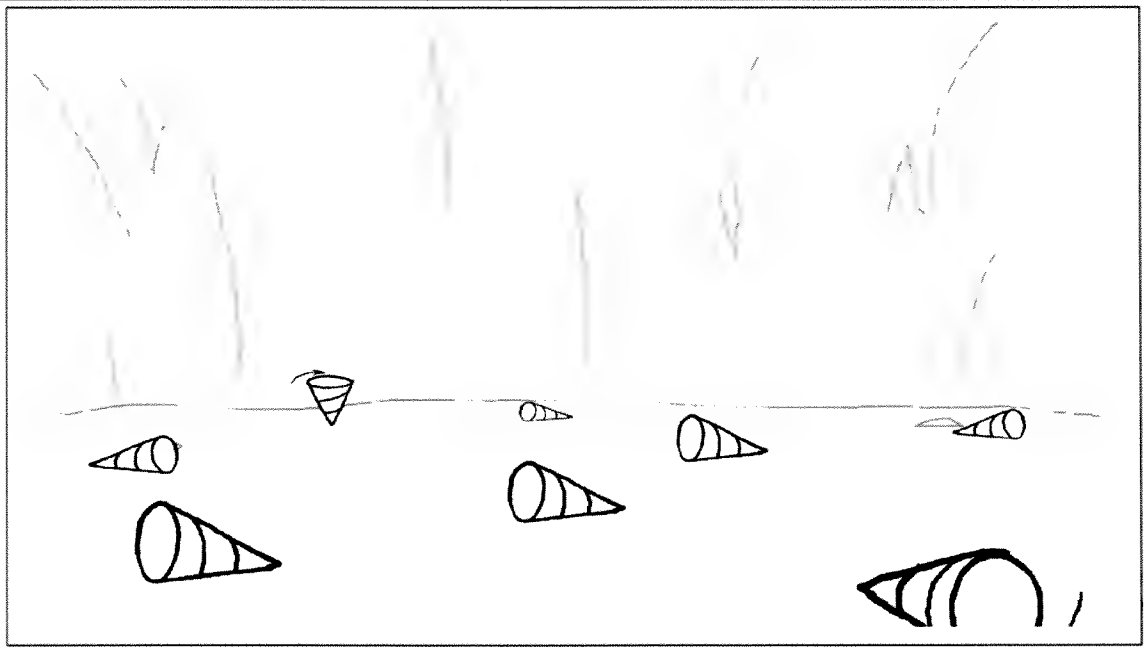
0.04

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1020.009

1020.009

Scene	Panel
36	cont 3



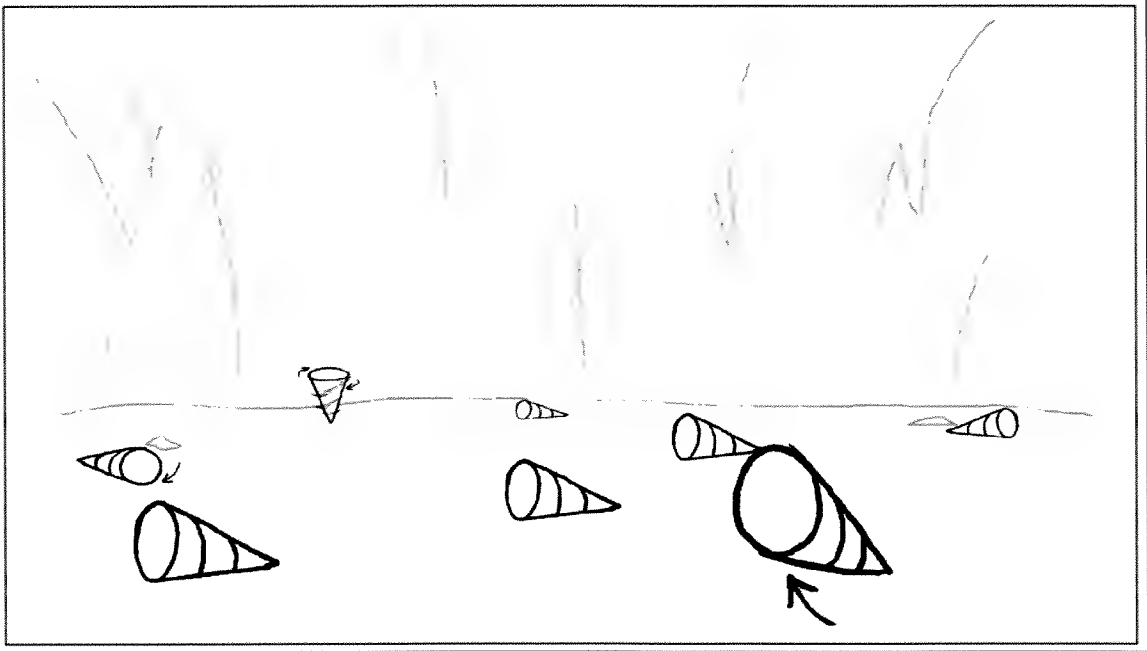
Dialog

PEARL: ...EXPLODE!

Slugging

0.04

Scene	Panel
36	cont 4

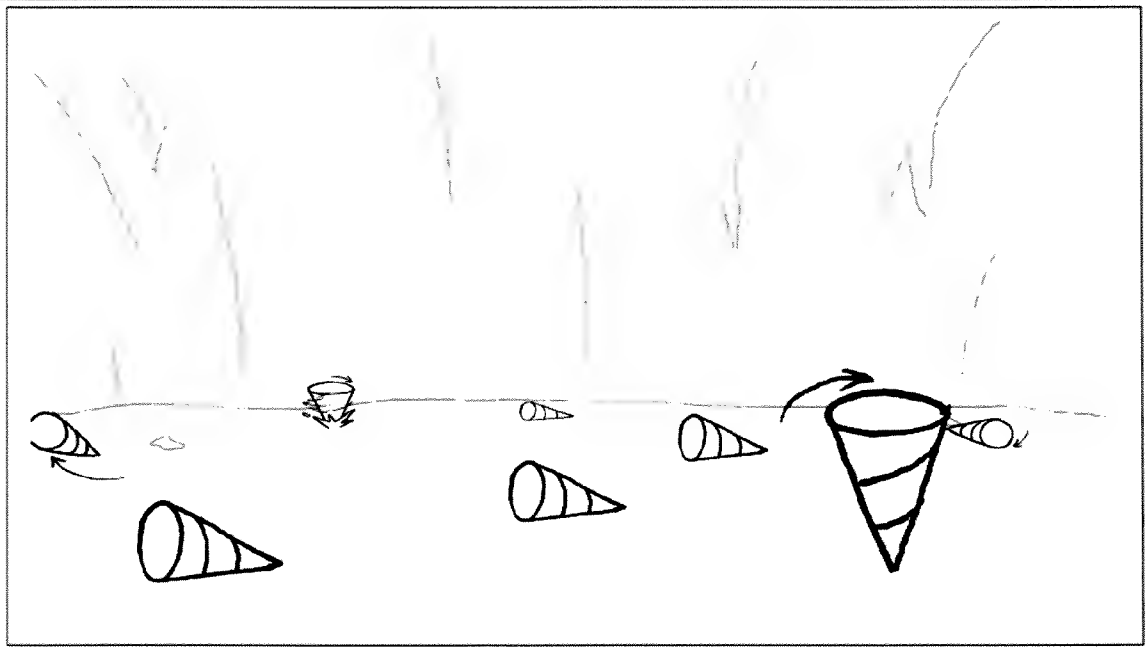


Slugging

0.04

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Scene	Panel
36	cont 5



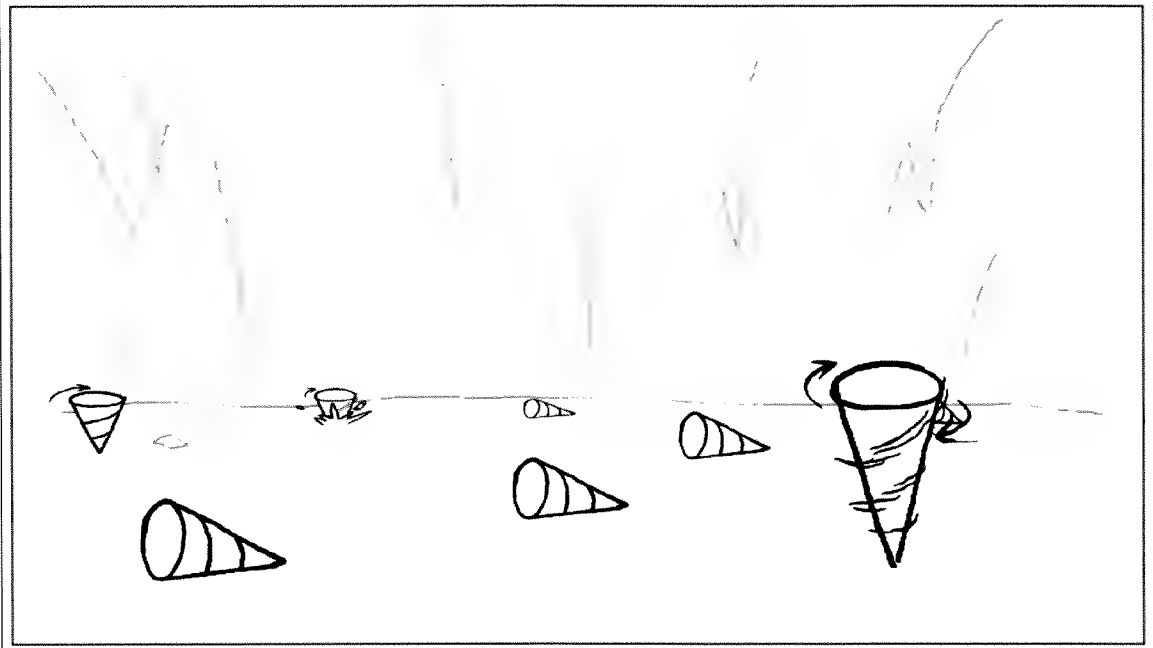
Action Notes

Spike stand up on their point and start drilling into the ground

Slugging

0.04

Scene	Panel
36	cont 6



Dialog

PEARL: THEY'RE...

Slugging

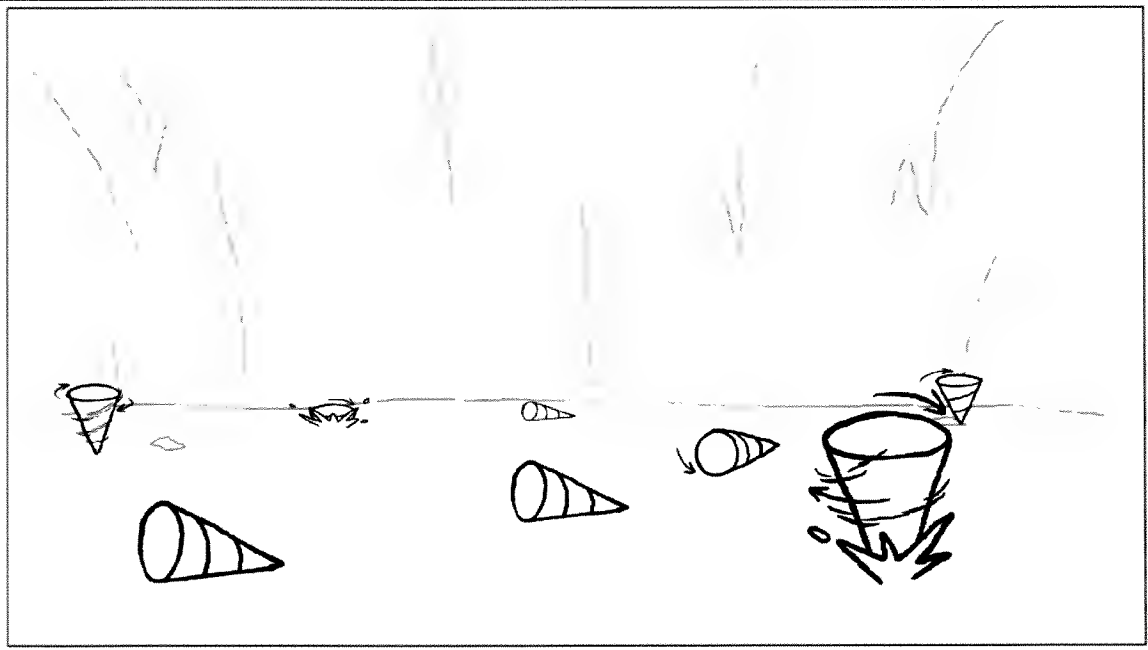
0.04

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1020.009

1020.009

Scene	Panel
36	<i>cont</i> 7



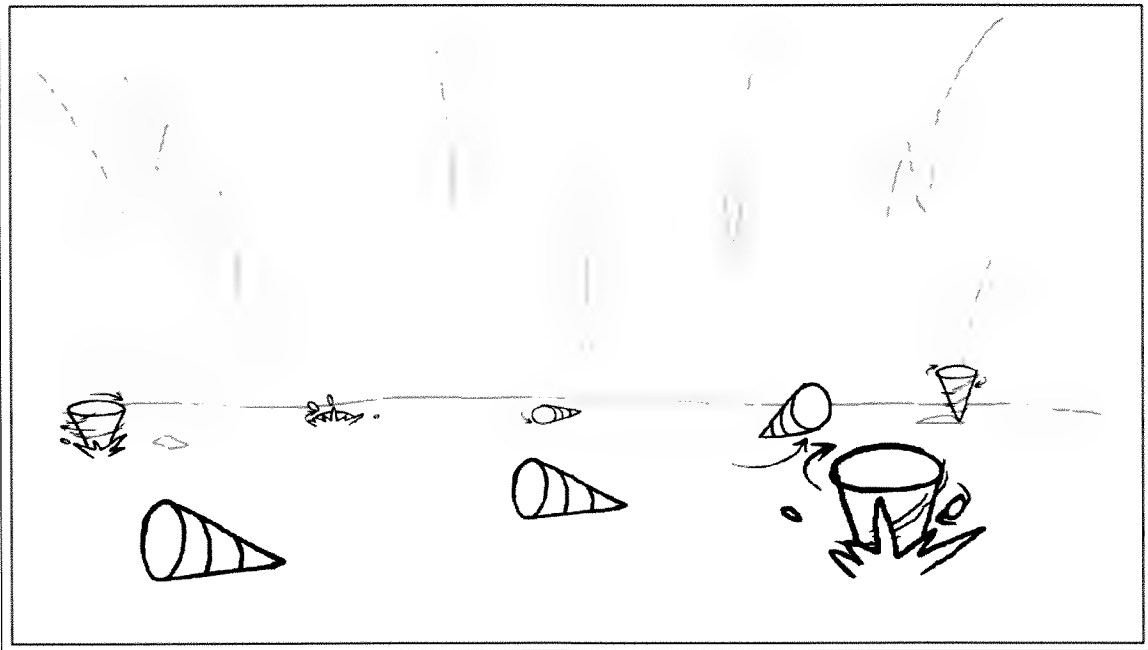
Dialog

PEARL: ...DRILLING...

Slugging

0.04

Scene	Panel
36	<i>cont</i> 8



Dialog

PEARL: ...AWAY.

Slugging

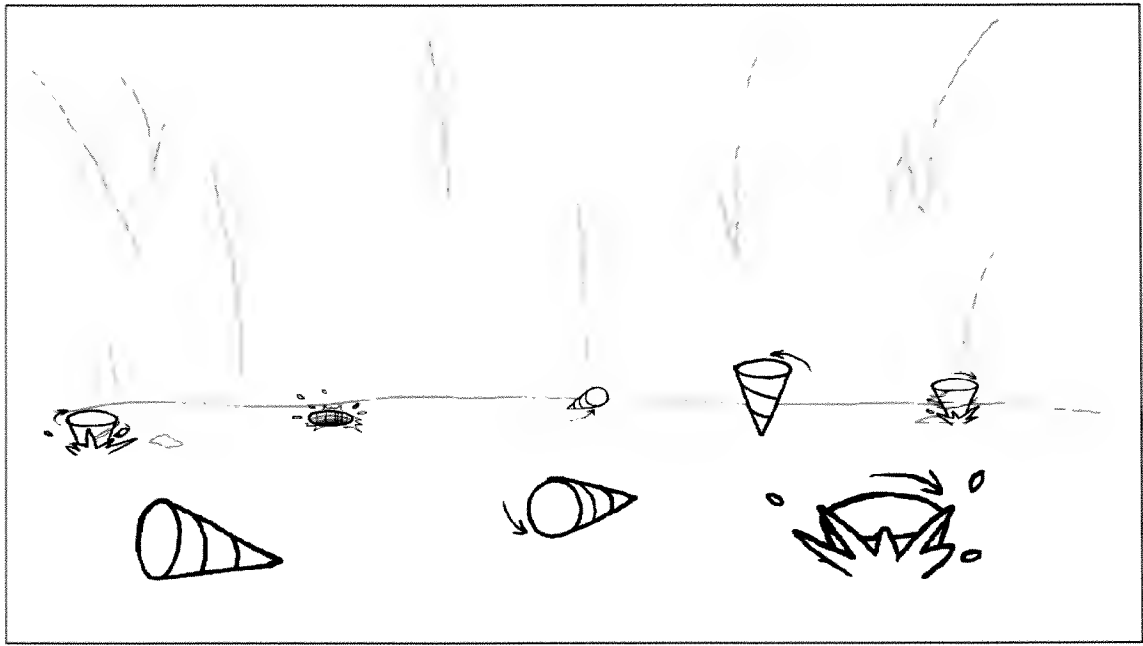
0.04

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1020.009

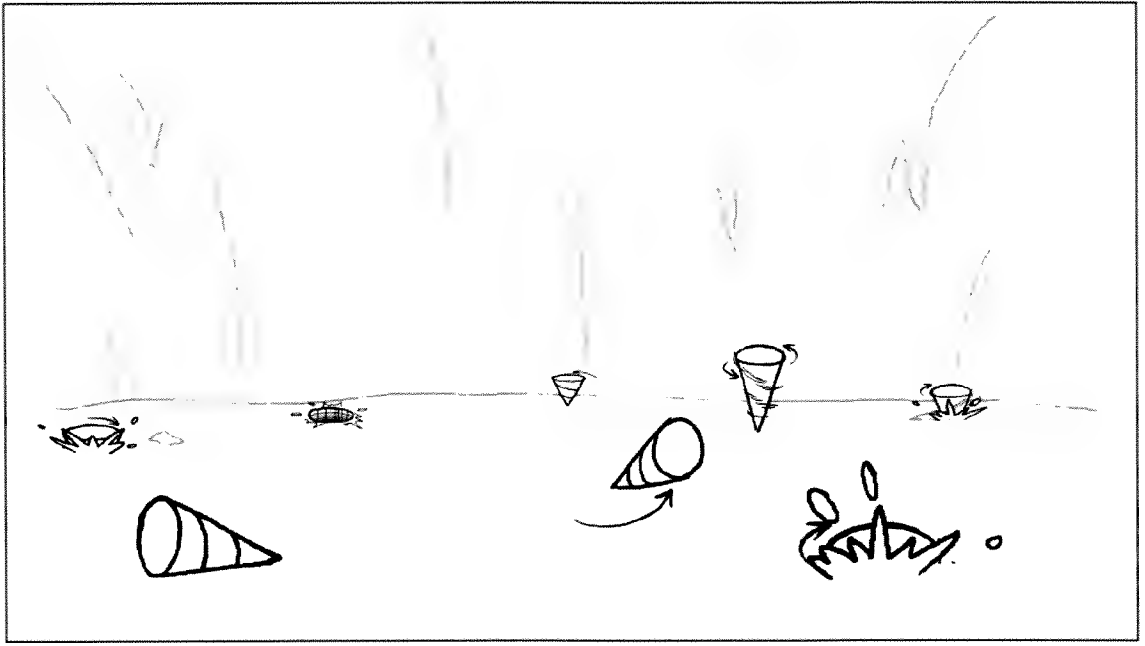
1020.009

Scene	Panel
36	cont 9



Slugging
0.04

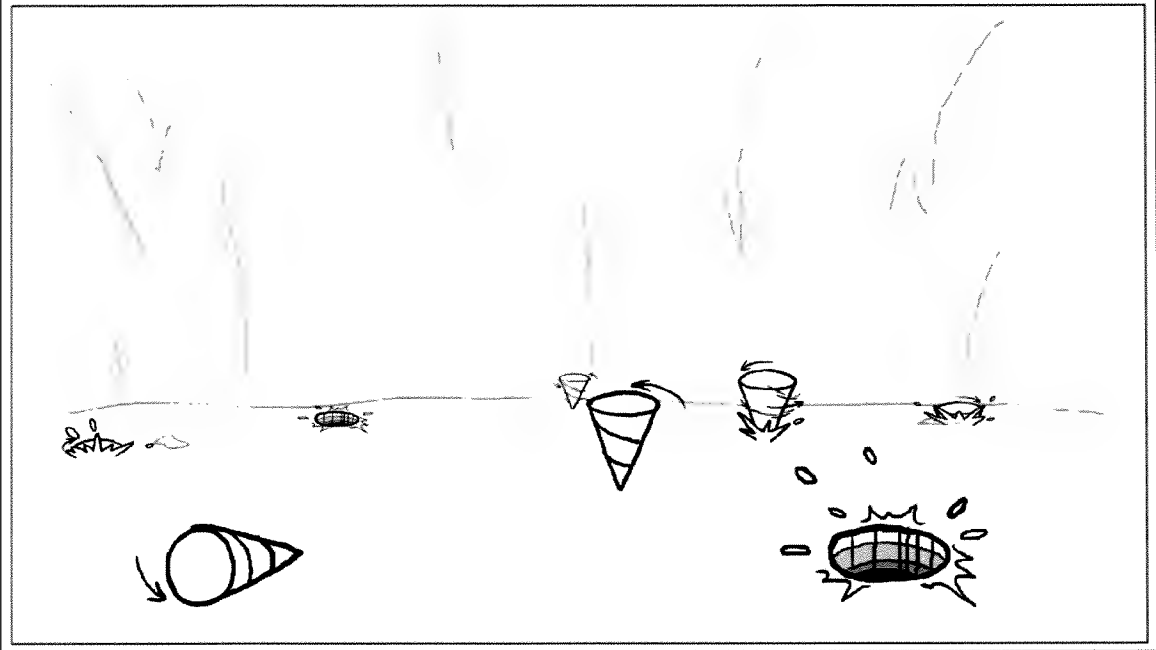
Scene	Panel
36	cont 10



Slugging
0.04

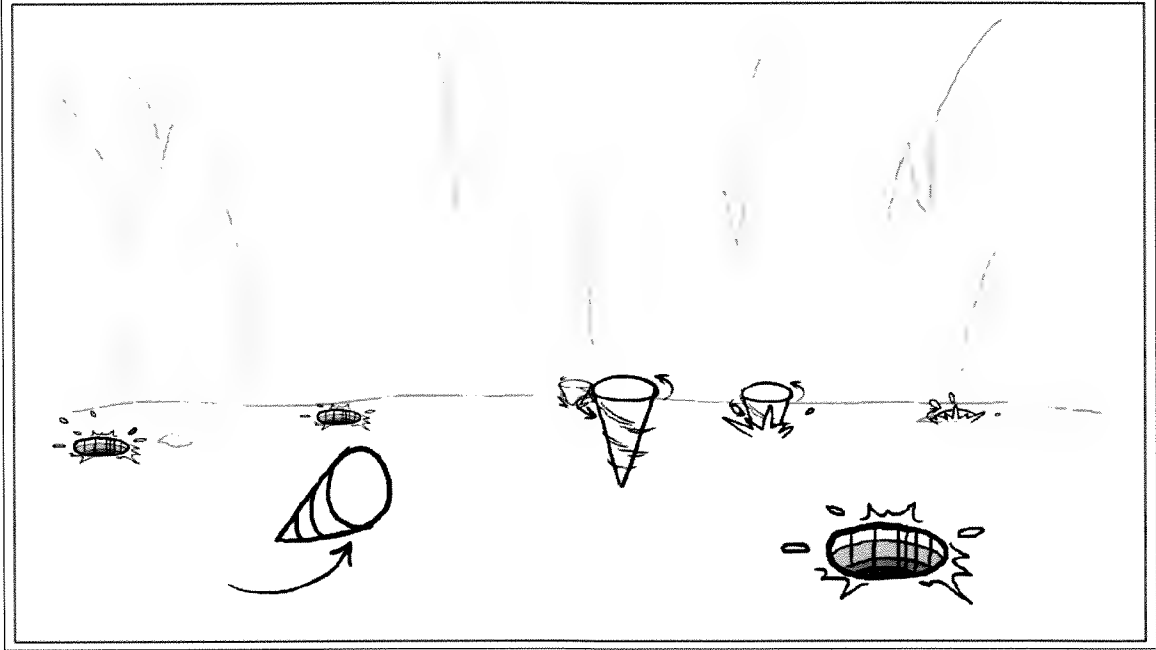
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Scene 36 Panel 11



Slugging
0.04

Scene 36 Panel 12



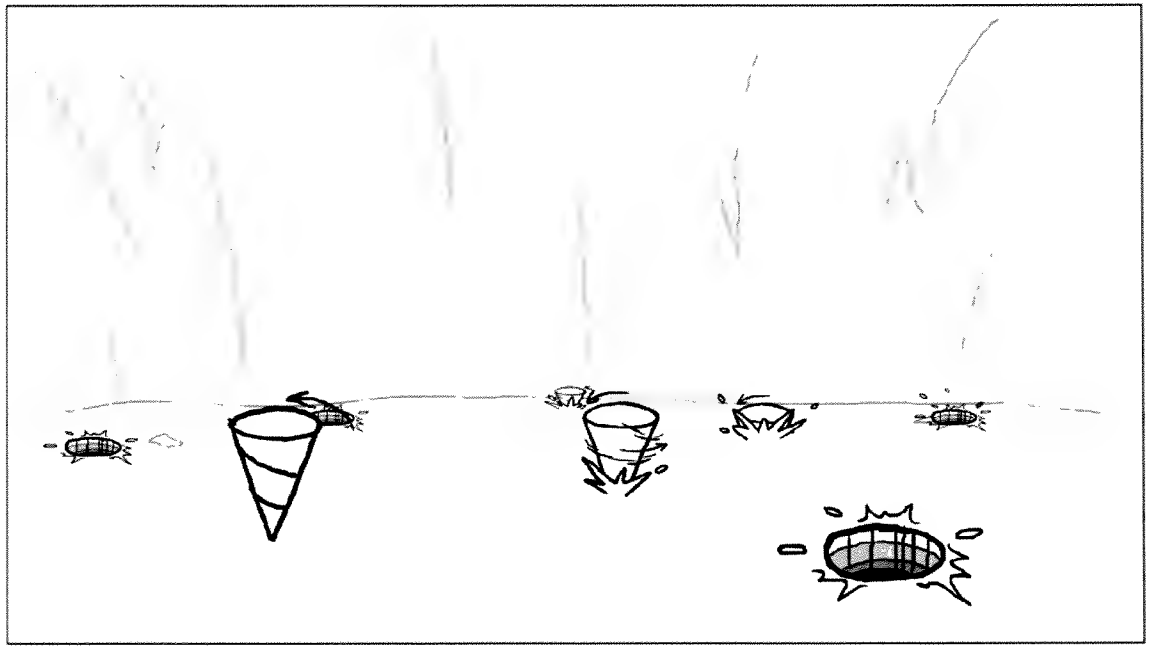
Slugging
0.04

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1020.009

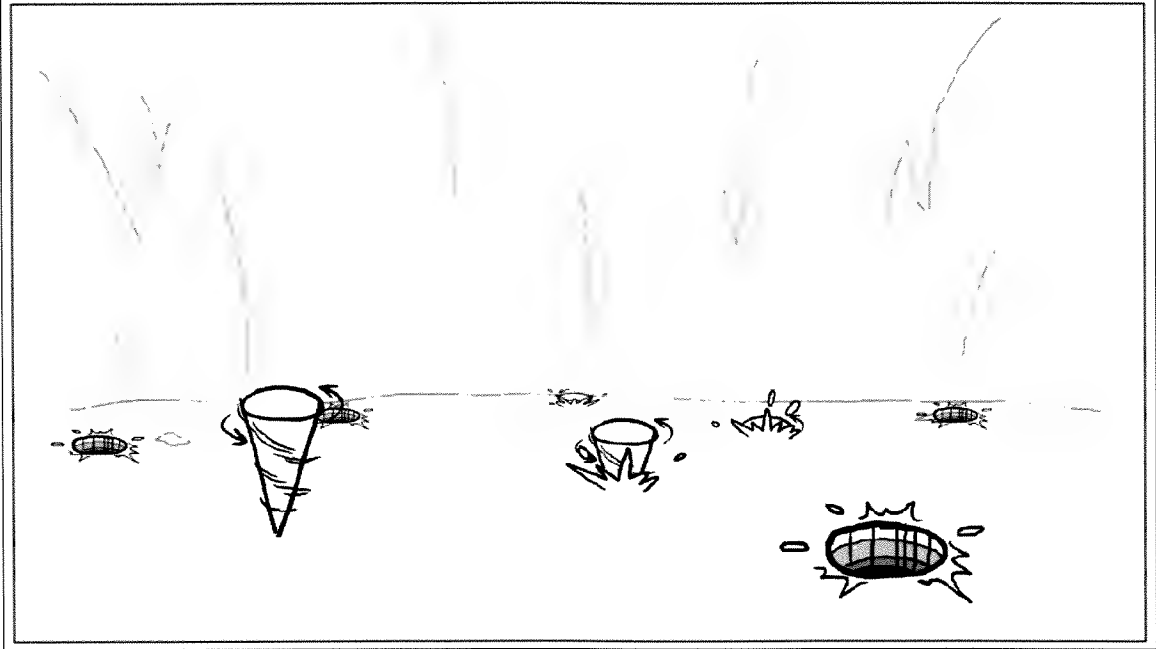
1020.009

Scene	Panel	
36	<i>cont</i>	13



Slugging
0.04

Scene	Panel	
36	<i>cont</i>	14



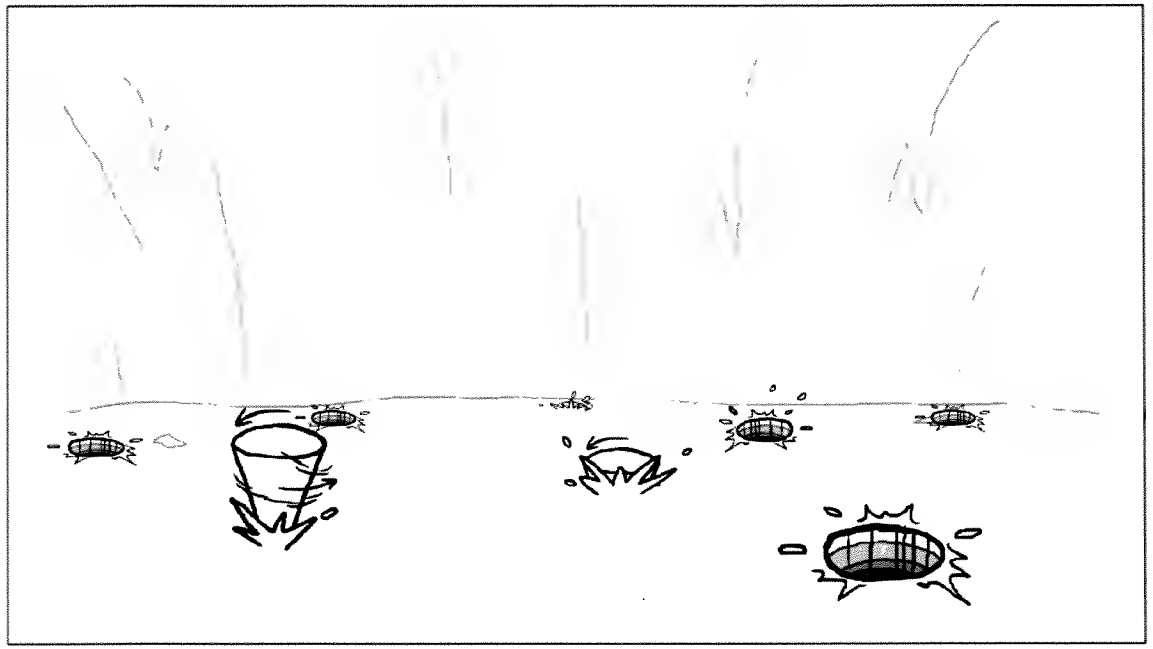
Slugging
0.04

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1020.009

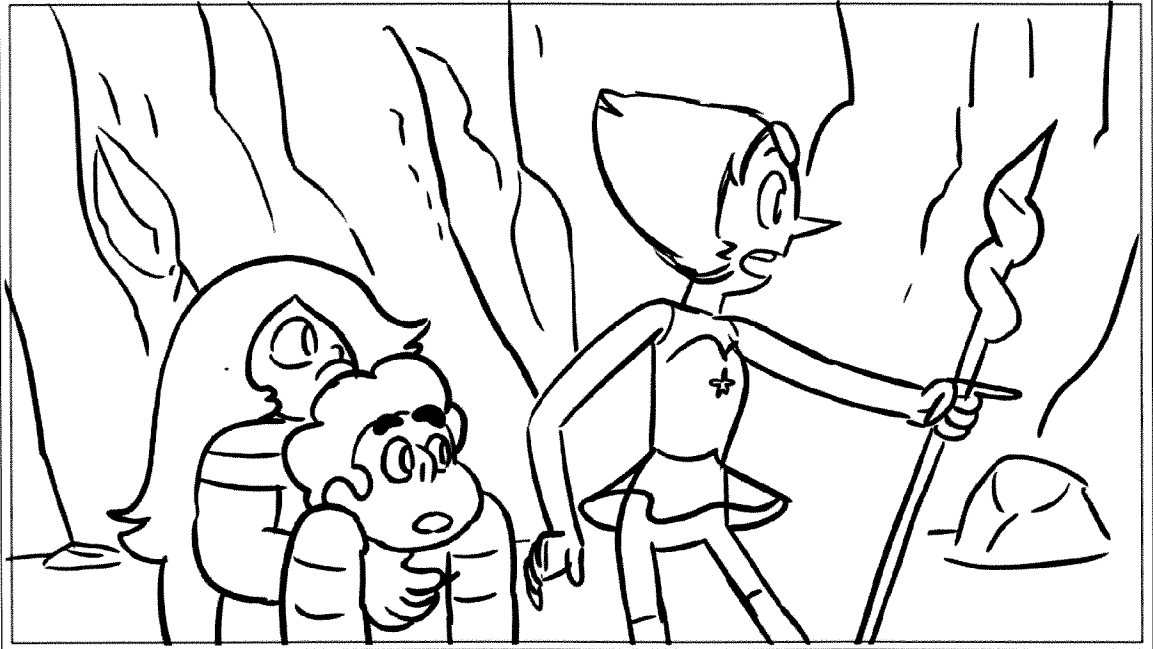
1020.009

Scene	Panel
36	<i>CONT</i>
15	



Slugging
0.07

Scene	Panel
37	1



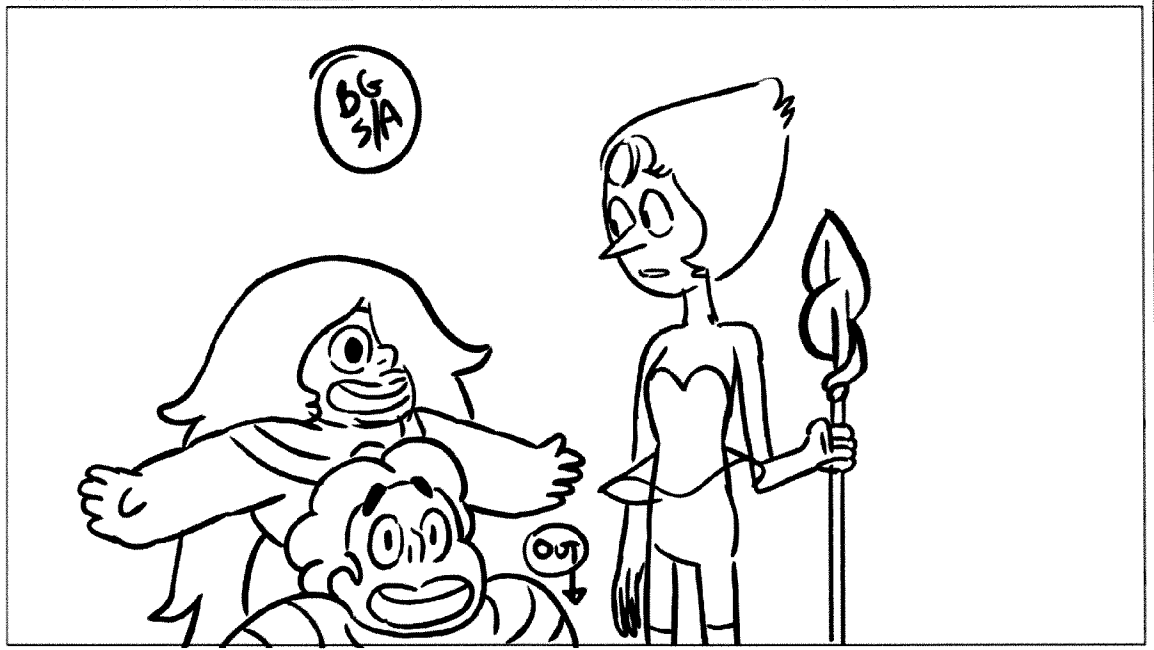
Slugging
0.10

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1020.009

1020.009

Scene	Panel
37	CONT 2

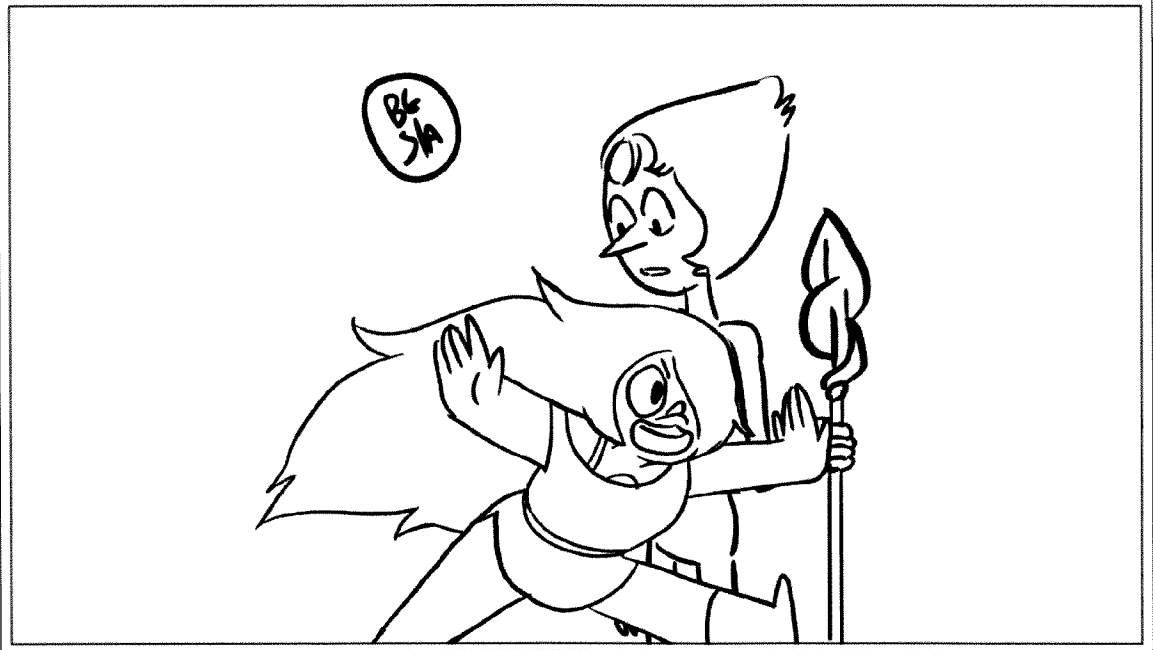


Dialog
AMETHYST: I GOT IT!

Action Notes
Amethyst drops Steven

Slugging
1.09

Scene	Panel
37	CONT 3



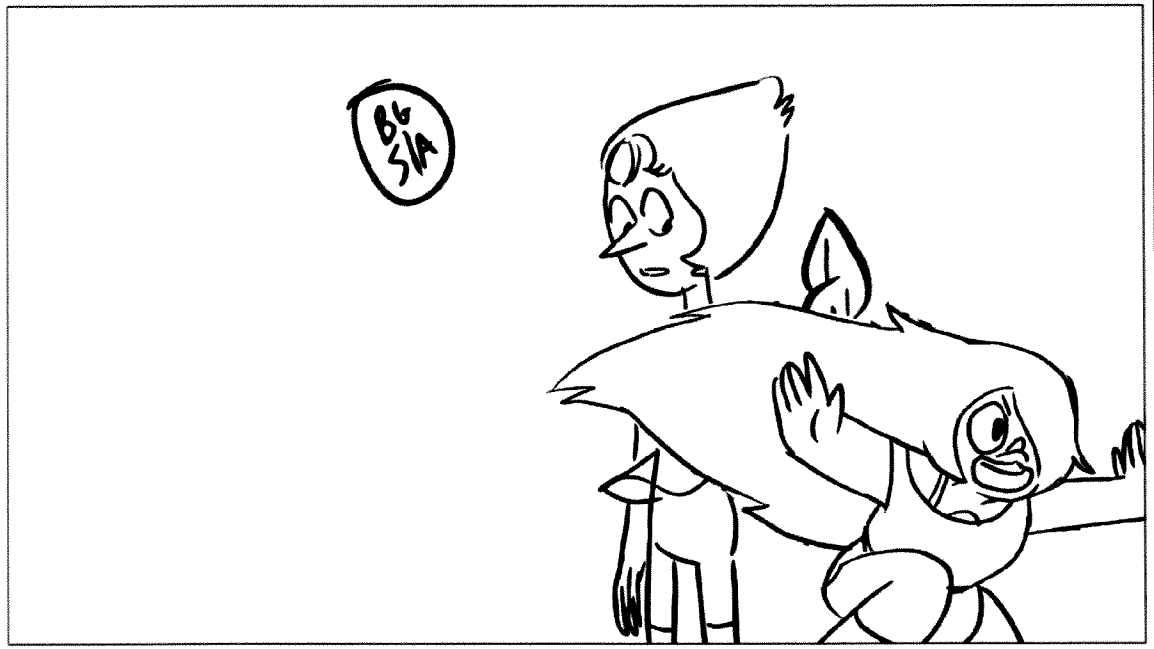
Slugging
0.04

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1020.009

1020.009

Scene	Panel
37	CONT 4



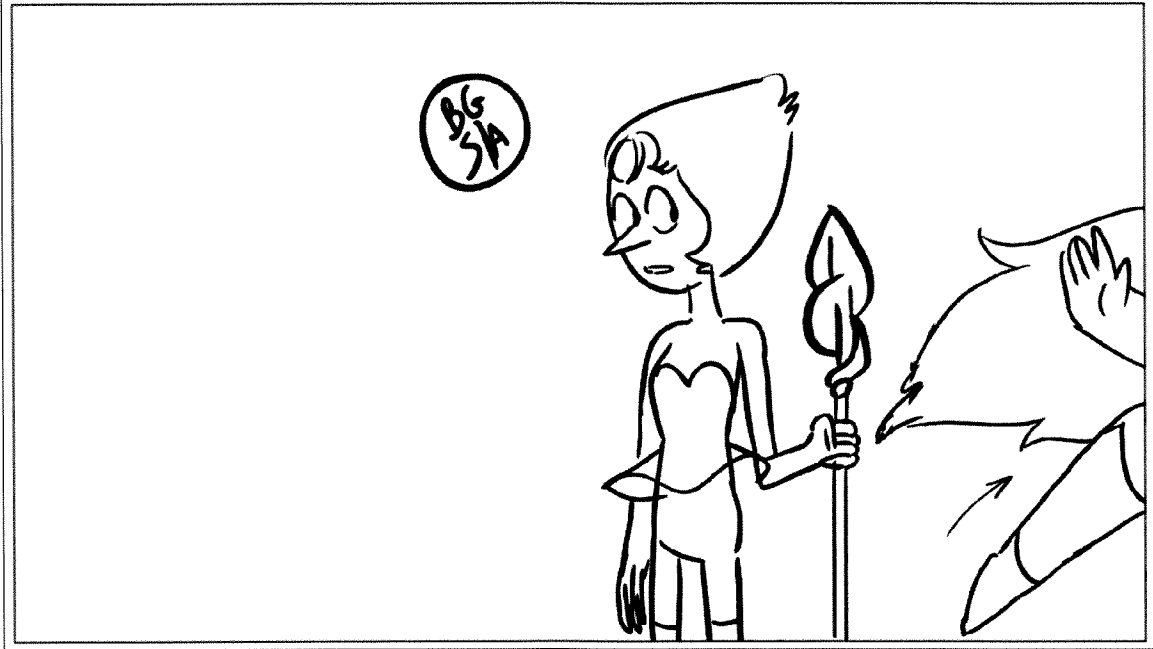
Action Notes

Amethyst runs out of frame

Slugging

0.04

Scene	Panel
37	CONT 5



Action Notes

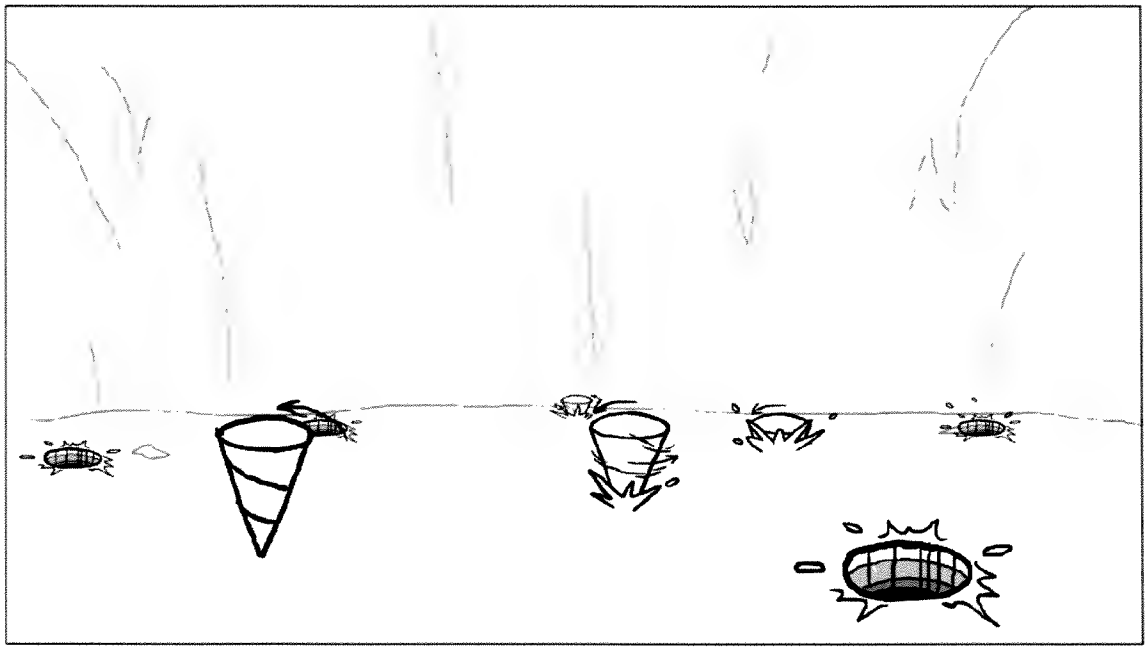
Amethyst jumps out.

Slugging

0.02

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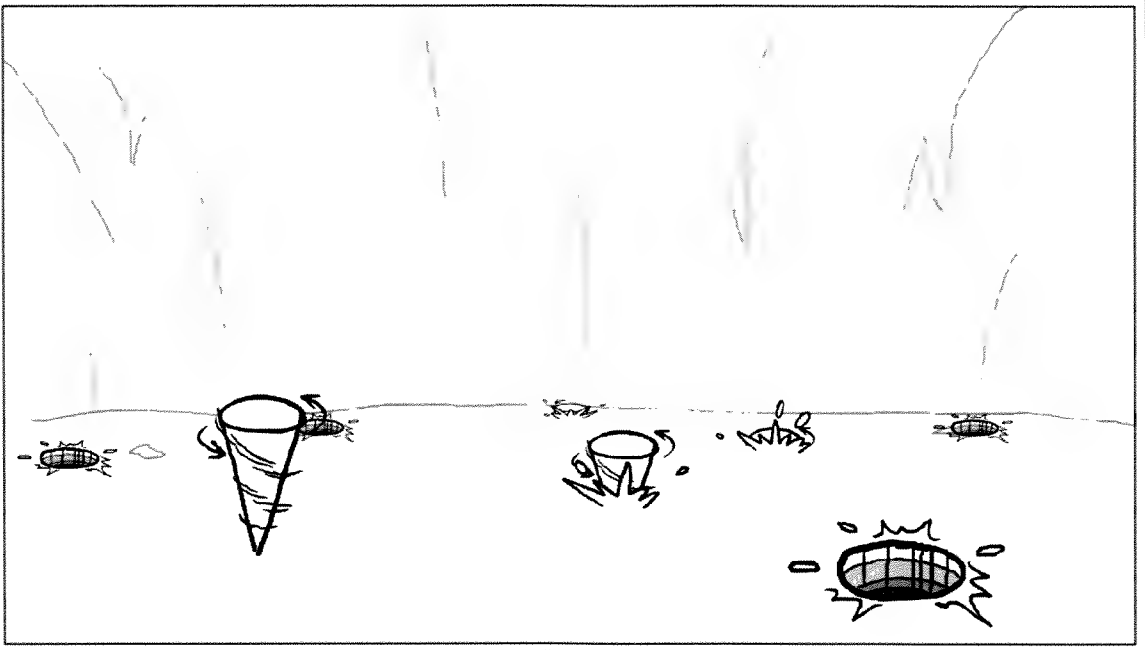
Scene	Panel
38	1



Slugging
0.04

Scene	Panel
38	2

cont



Action Notes
Spikes drill down into the ground

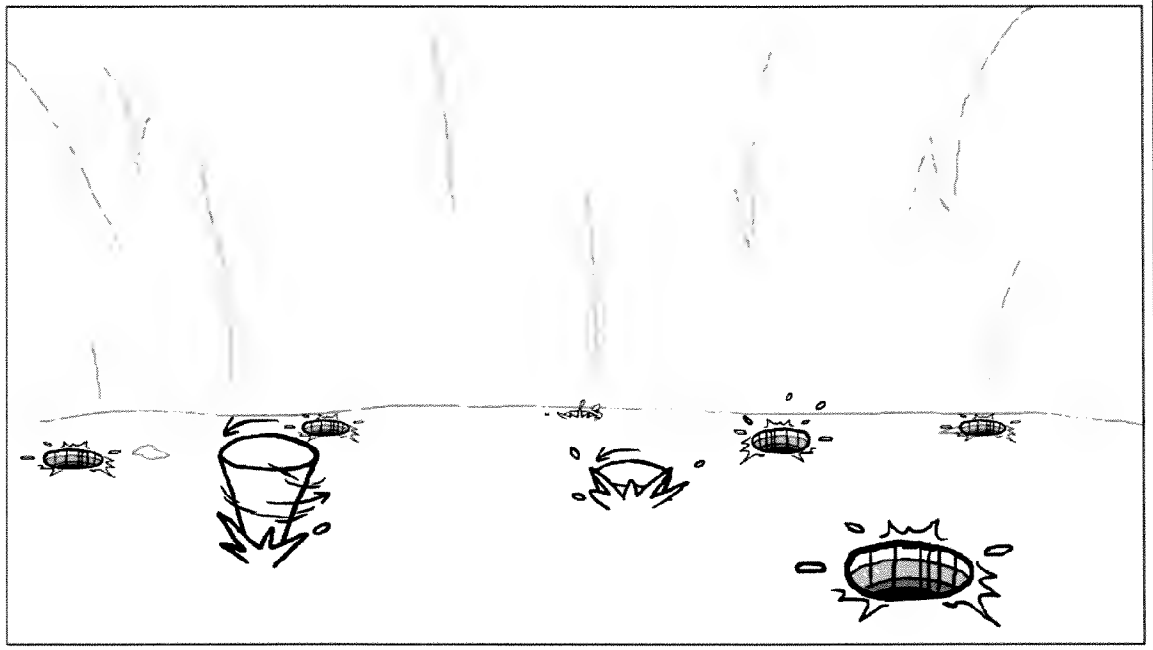
Slugging
0.04

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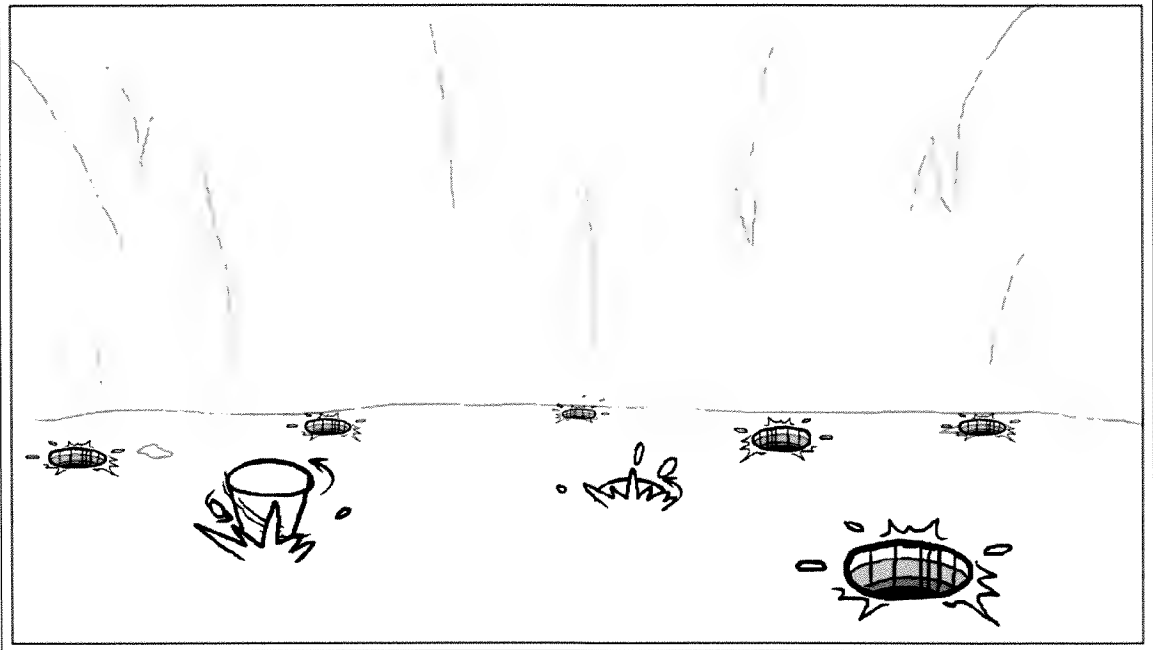
1020.009

Scene	Panel
38	<i>CONT</i>
	3



Slugging
0.04

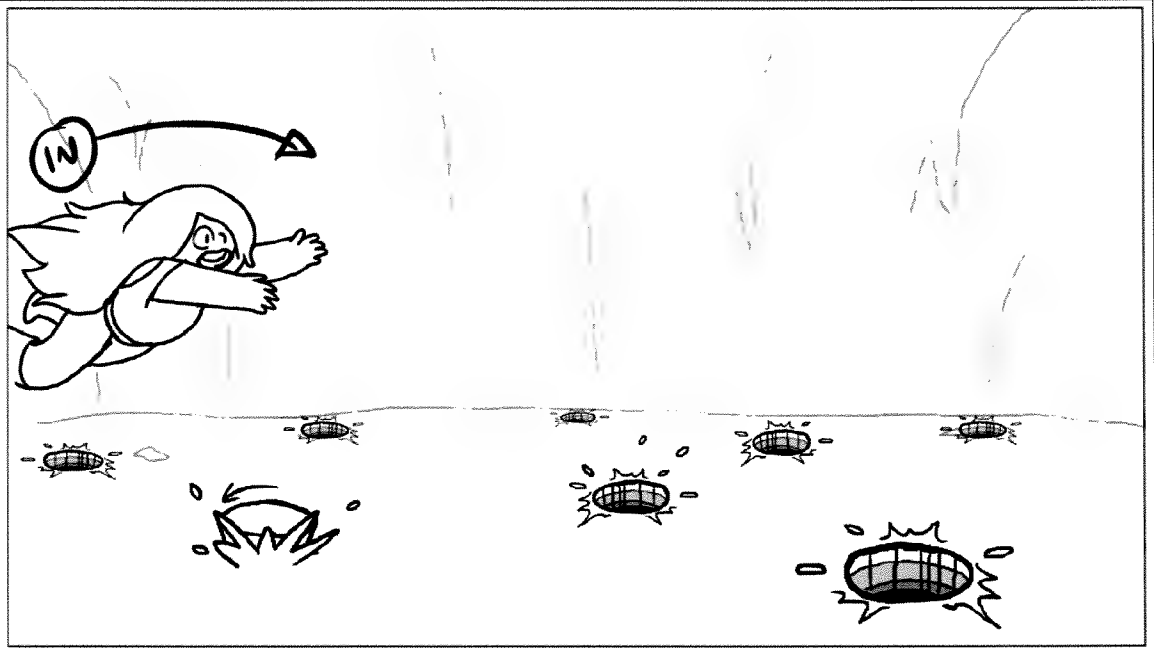
Scene	Panel
38	<i>CONT</i>
	4



Slugging
0.04

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Scene	Panel	
38	cont	5



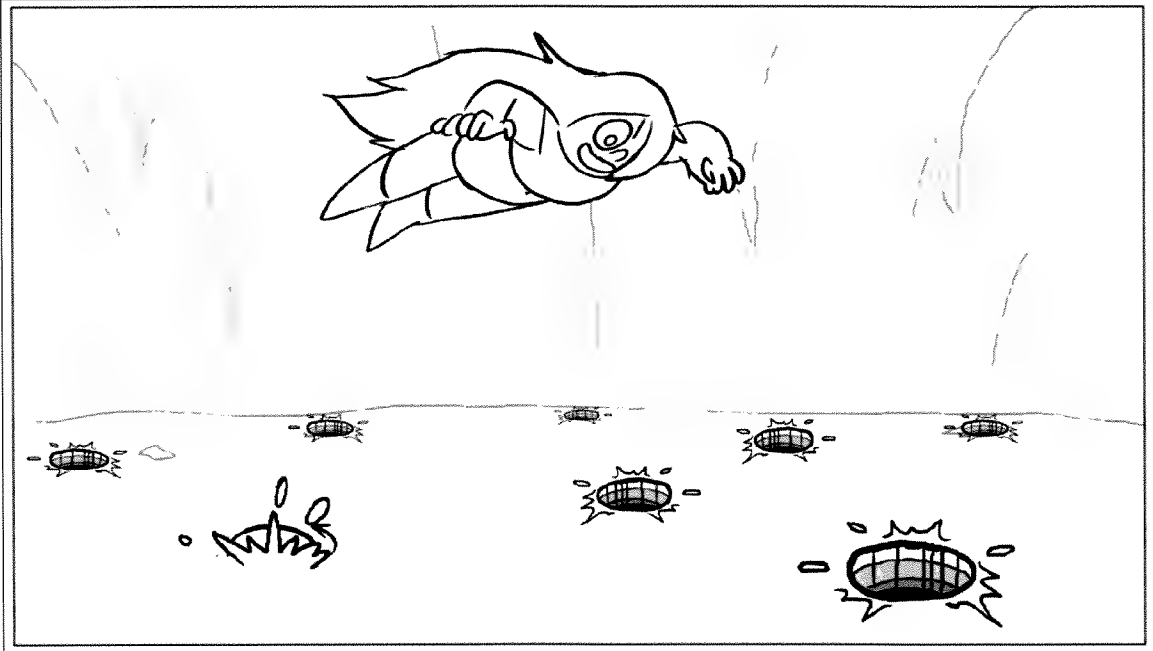
Action Notes

Amethyst jumps into frame

Slugging

0.02

Scene	Panel	
38	cont	6



Dialog

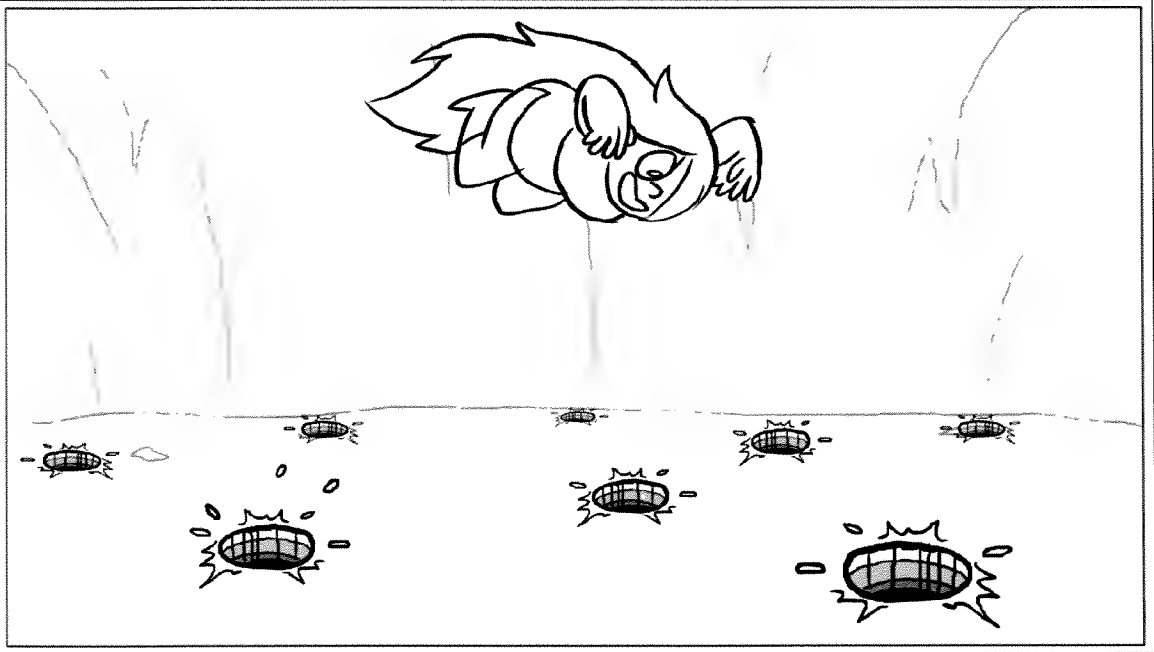
AMETHYST: AHH!

Slugging

0.06

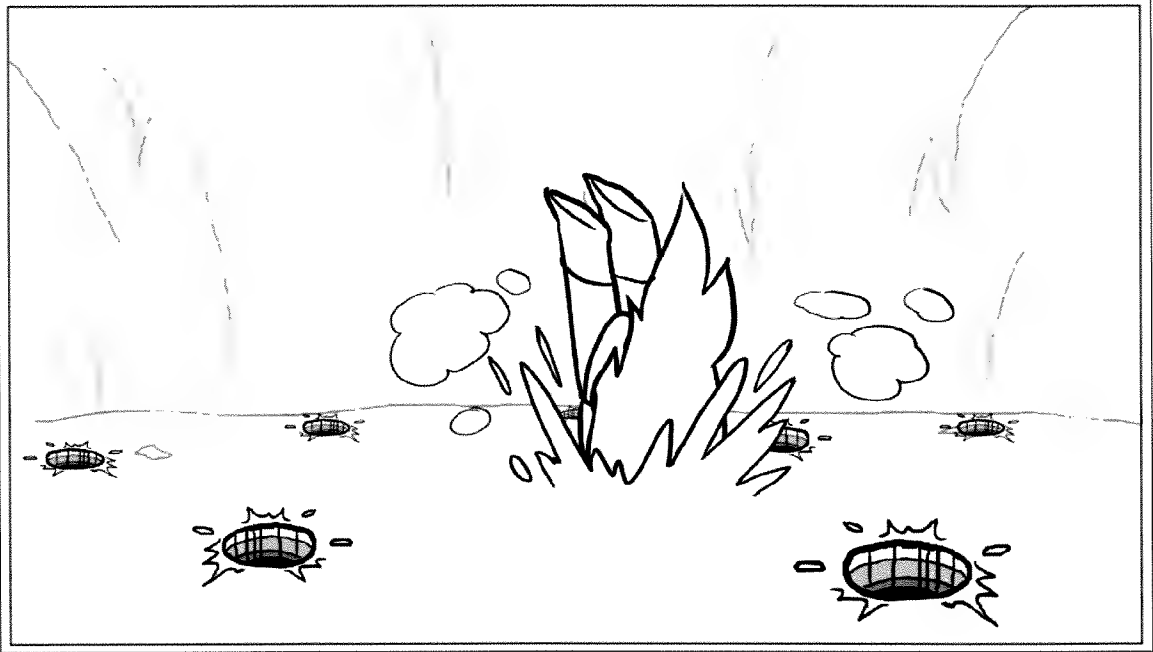
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Scene 38 Panel 7



Slugging
0.04

Scene 38 Panel 8

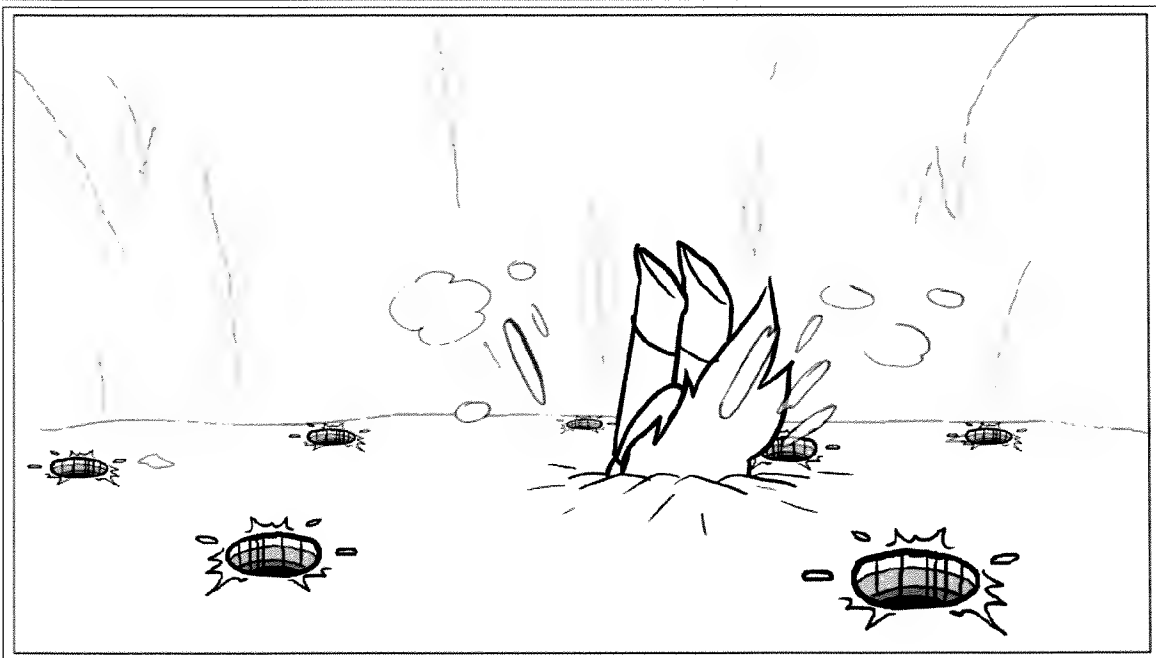


Dialog
<HITS GROUND>

Slugging
0.03

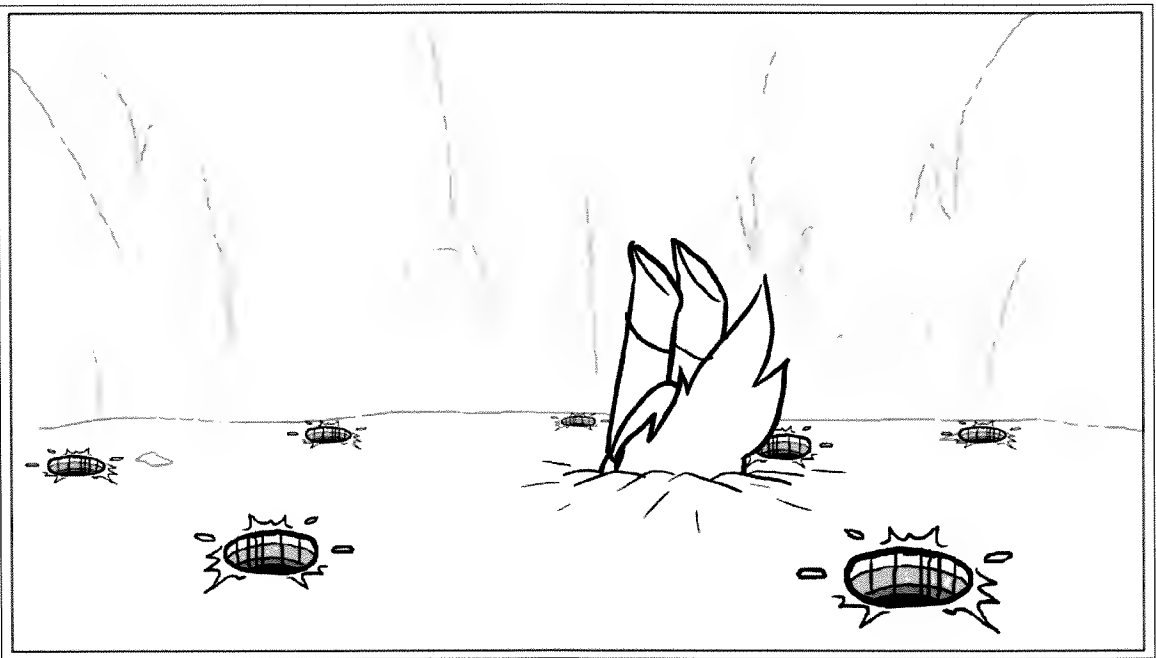
JUN 17 2013

Scene	Panel
38	<i>CONT</i>
9	



Slugging
0.03

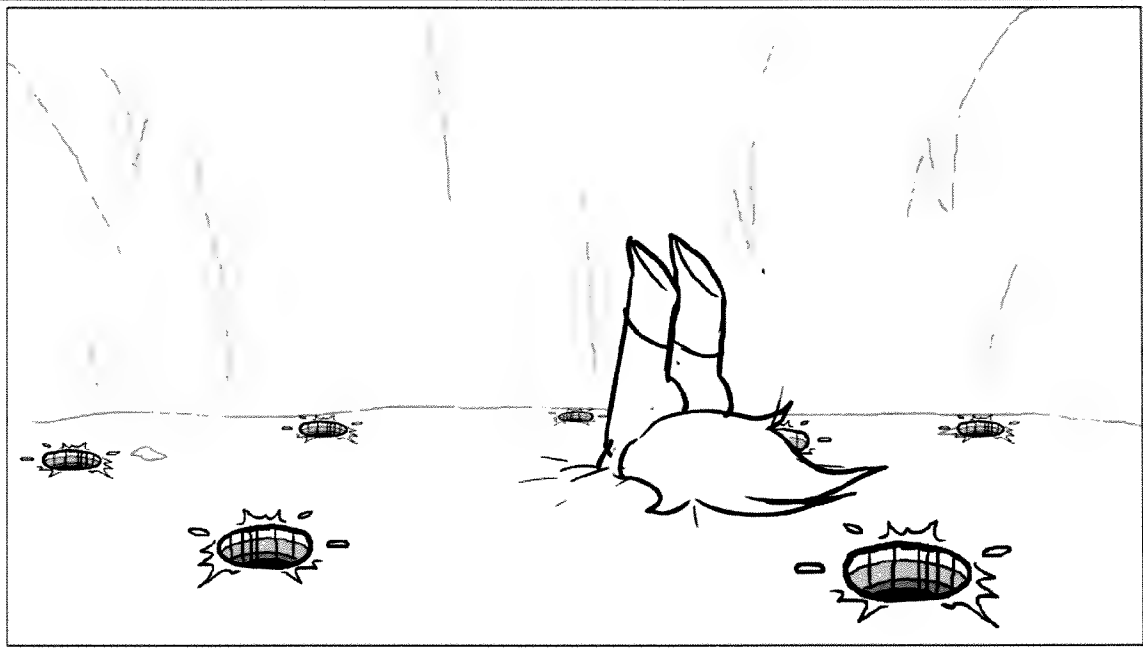
Scene	Panel
38	<i>CONT</i>
10	



Slugging
0.05

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Scene	Panel
38	CONT 11



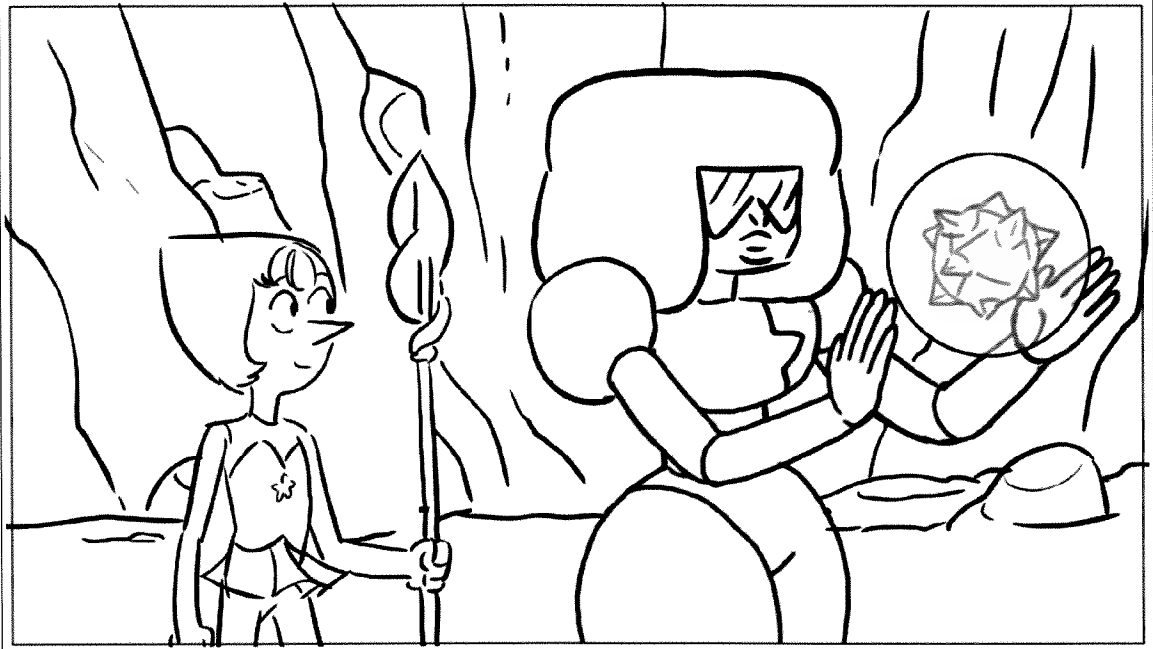
Action Notes

Hair falls around Amethyst

Slugging

0.14

Scene	Panel
39	1



Dialog

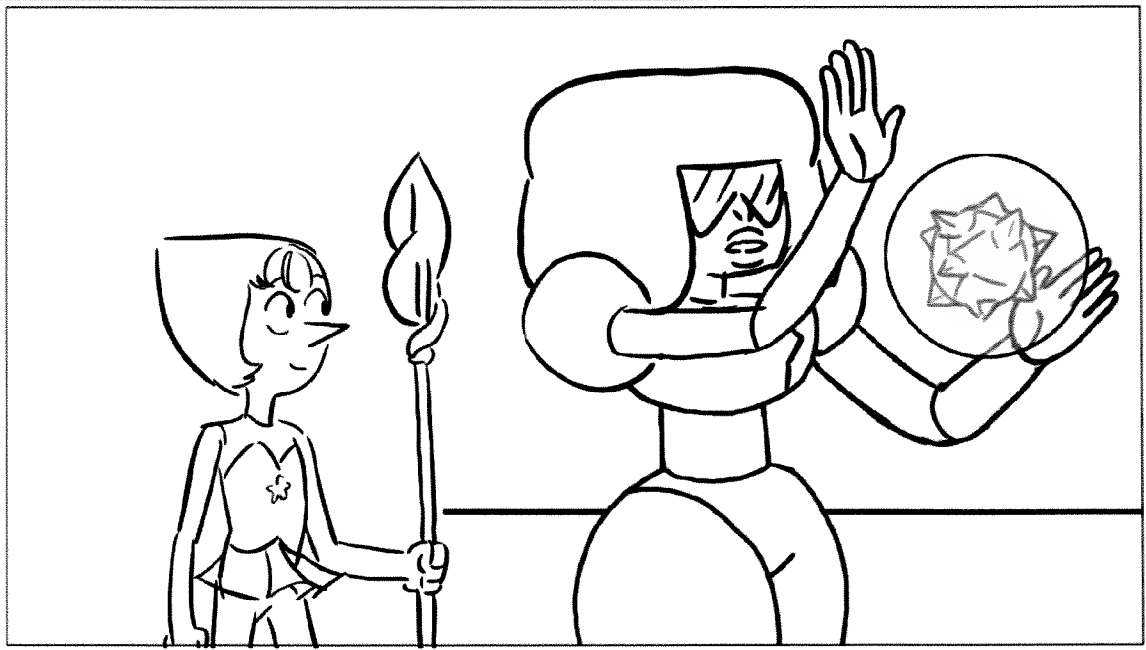
GARNET: LET THEM GO.

Slugging

1.13

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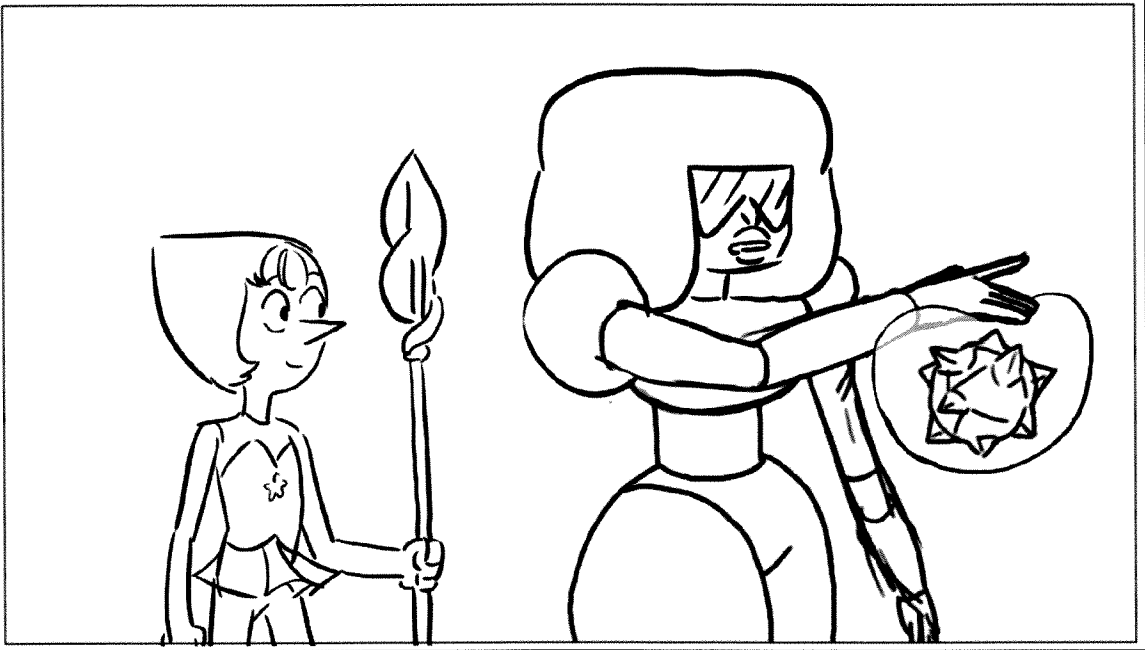
Scene	Panel
39	<i>cont</i> 2



Dialog
GARNET: THEY'RE JUST

Slugging
0.04

Scene	Panel
39	<i>cont</i> 3



Dialog
GARNET: PARASITES.

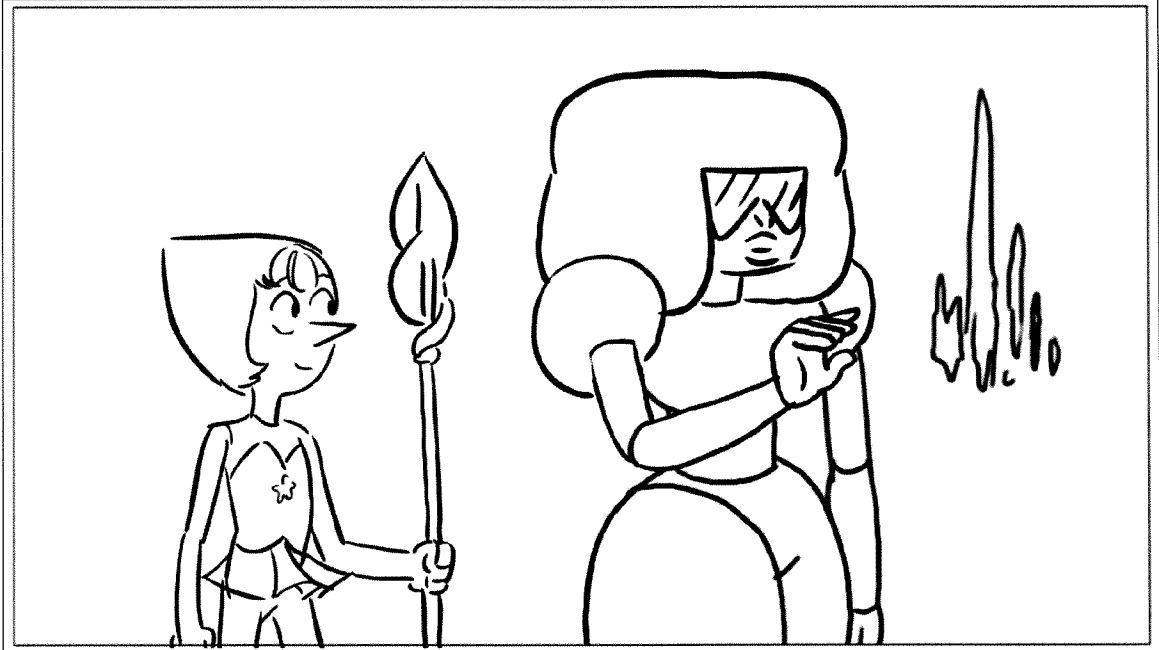
Slugging
0.06

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1020.009

Scene	Panel
39	CONT 4



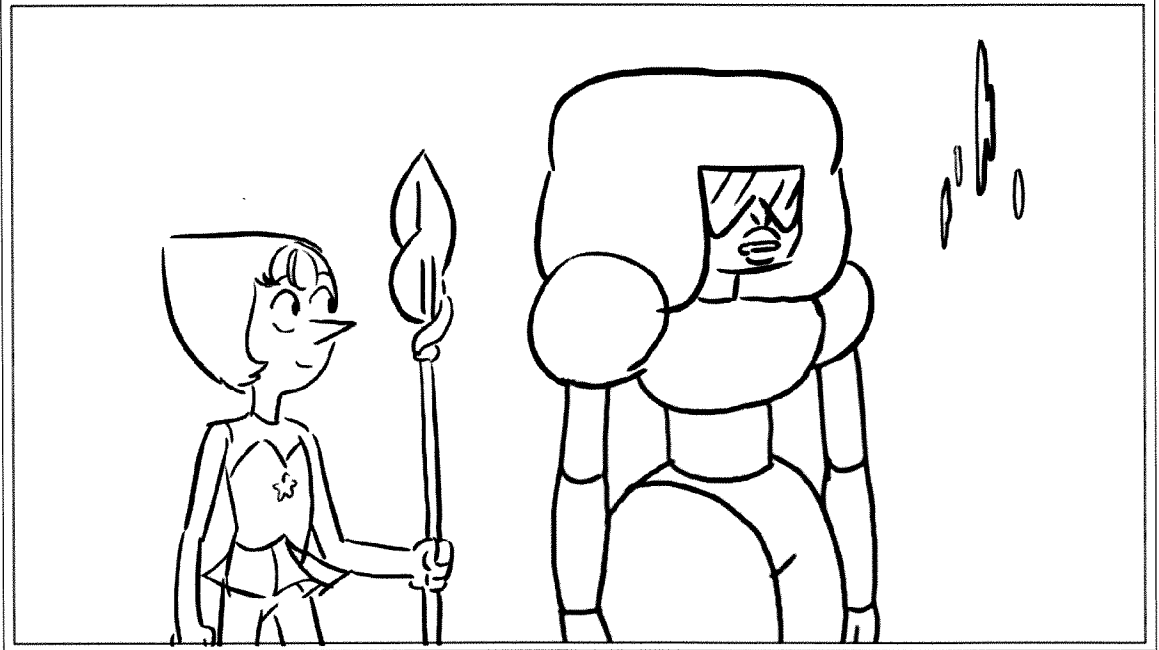
Action Notes

Gem and bubble disappear

Slugging

1.02

Scene	Panel
39	CONT 5



Dialog

GARNET: IF THEY WANT TO BE A PROBLEM,

Slugging

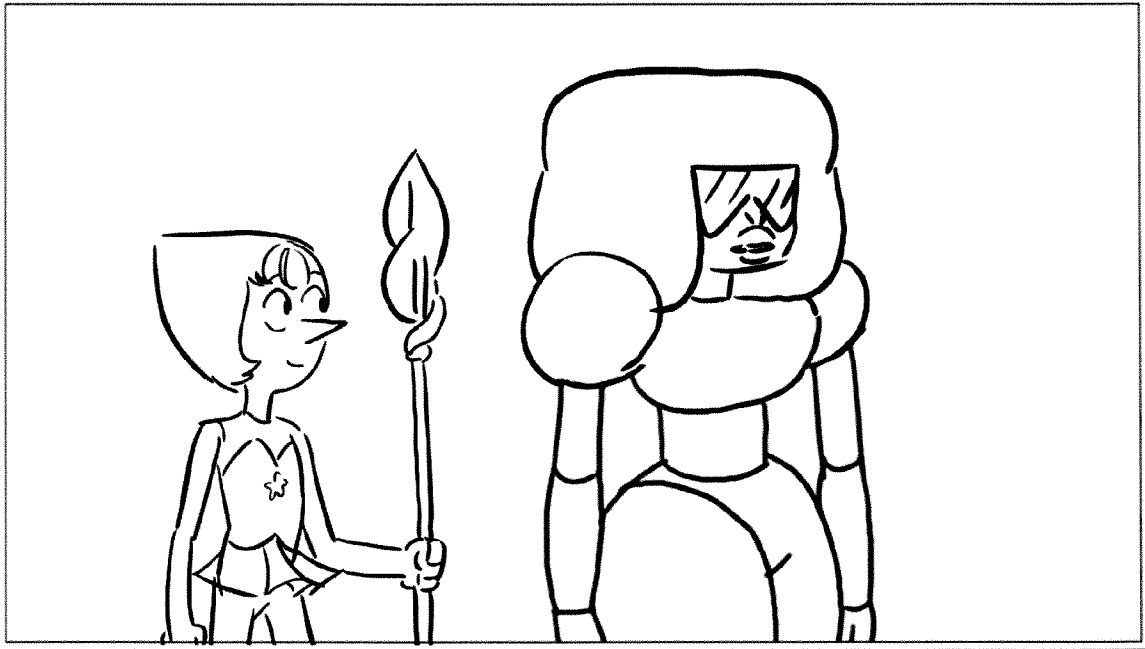
1.15

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1020.009

Scene	Panel
39	cont 6



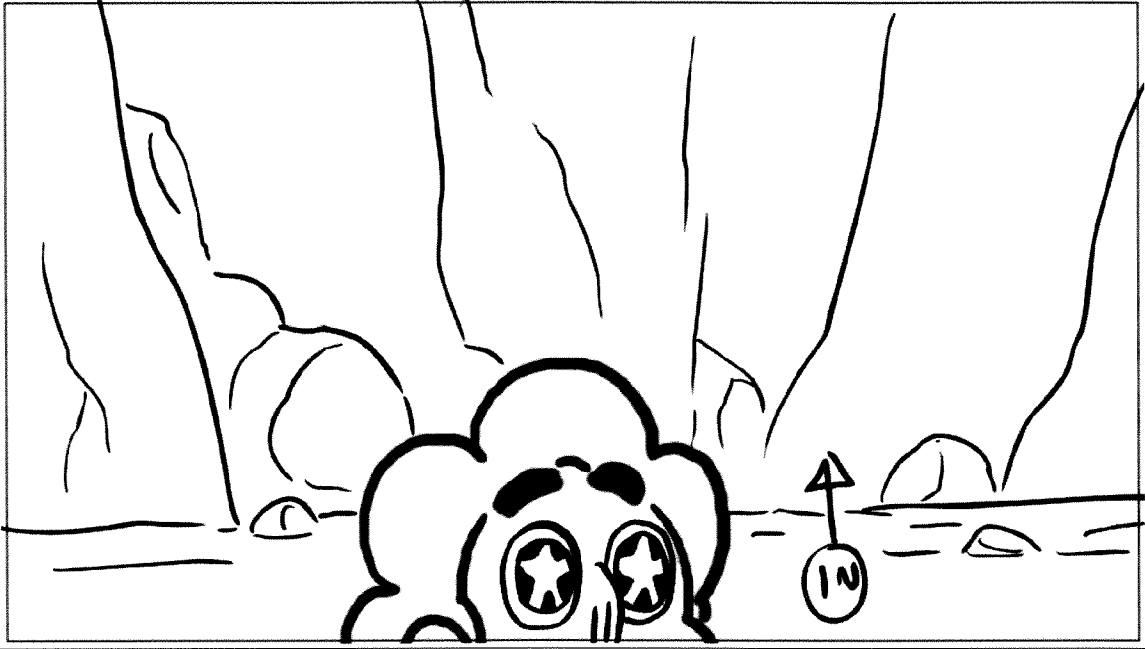
Dialog

GARNET: THEY'LL HAVE TO ANSWER TO ME.

Slugging

2.06

Scene	Panel
40	1



Dialog

STEVEN: SO COOL!

Action Notes

Steven rises into frame

Slugging

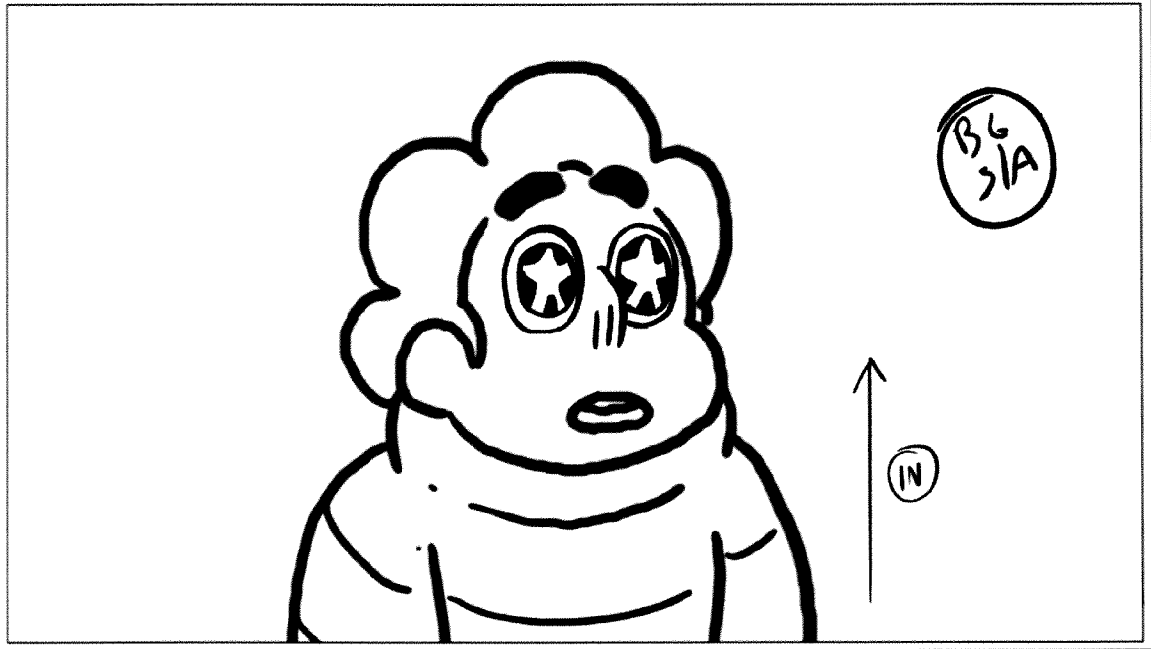
Panels 1 + 2 = 4.01

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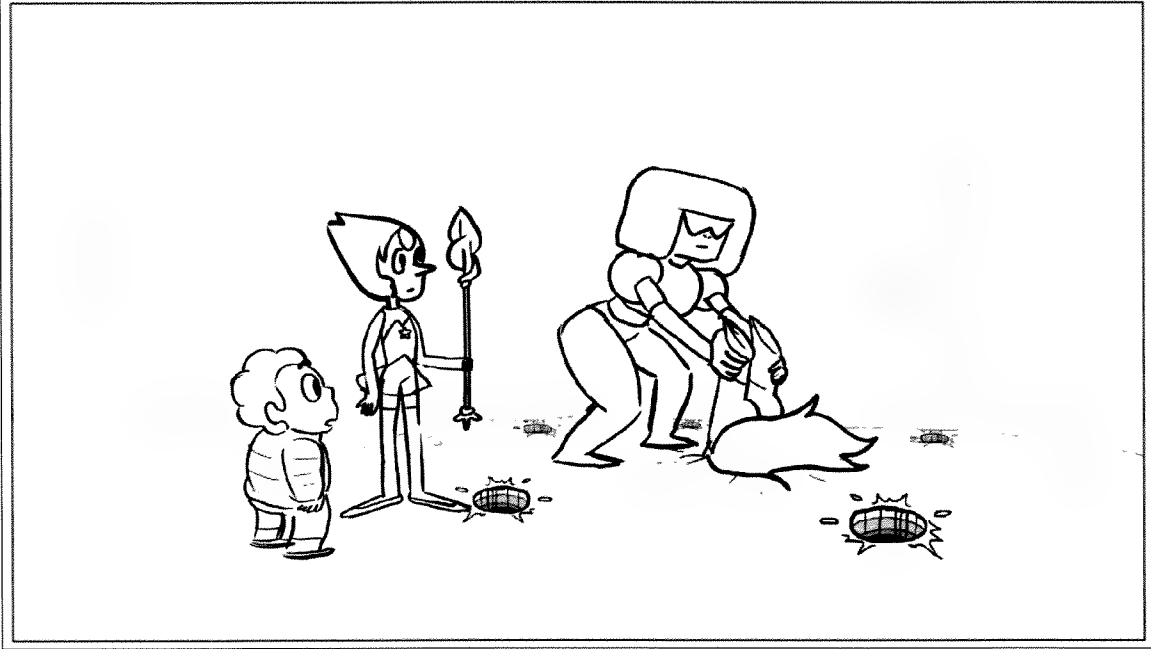
1020.009

Scene	Panel
40	cont 2



Dialog
STEVEN: SO COOL!

Scene	Panel
41	1



Slugging
0.10

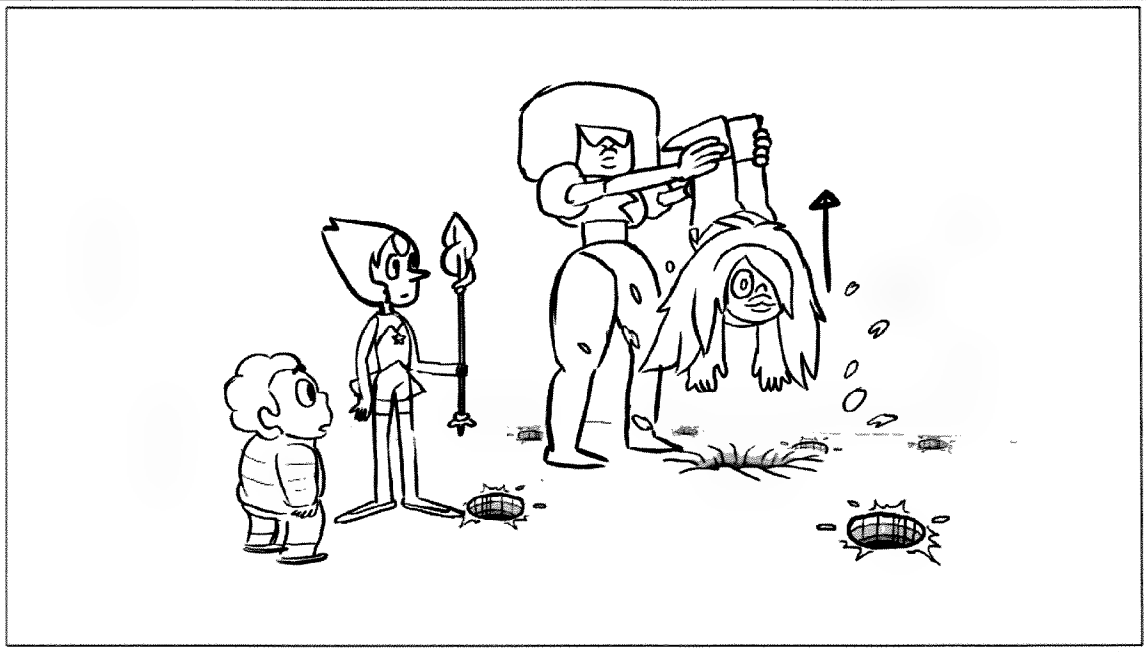
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1020-009

1020-009

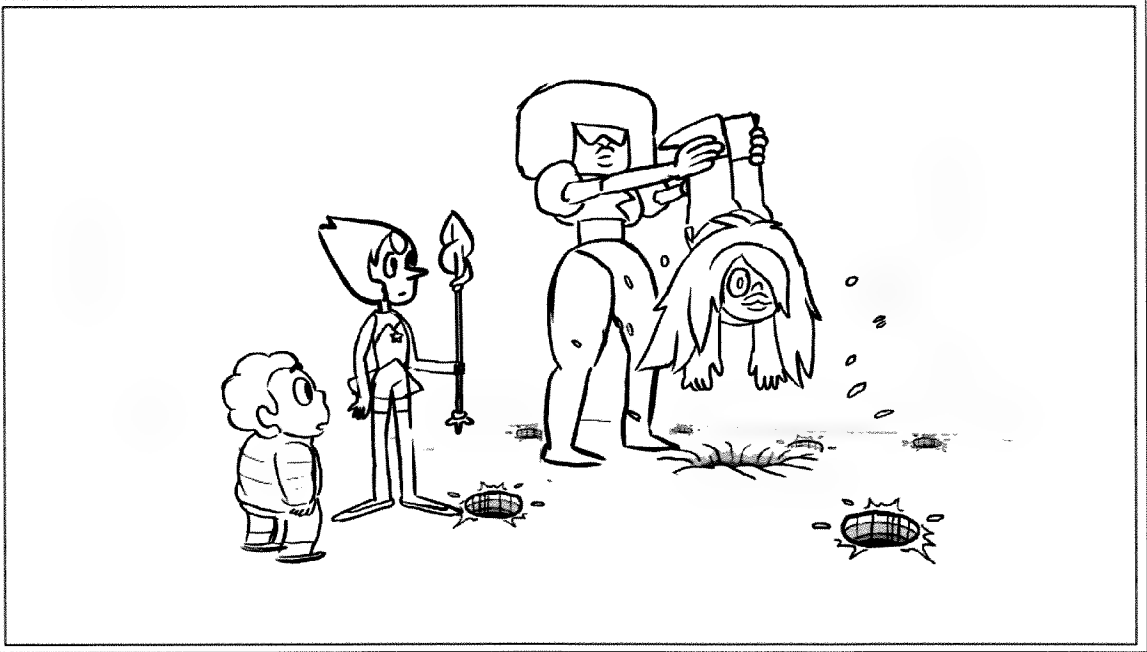
Scene	Panel
41	<i>cont</i> 2



Action Notes
Garnet pulls Amethyst out

Slugging
0.04

Scene	Panel
41	<i>cont</i> 3



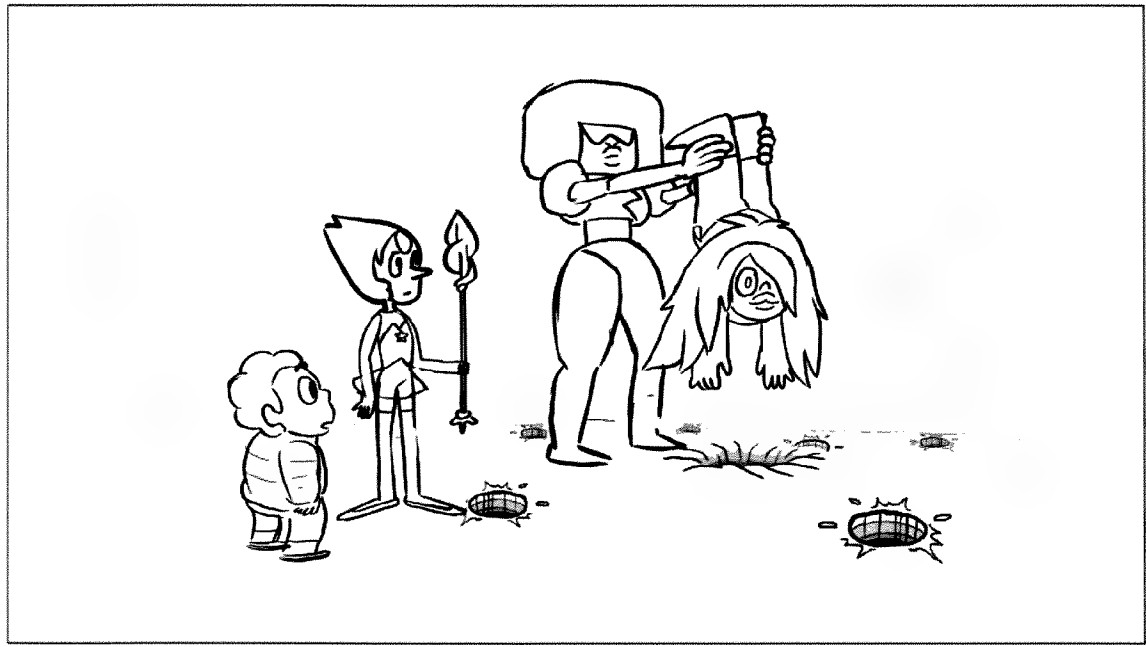
Slugging
0.04

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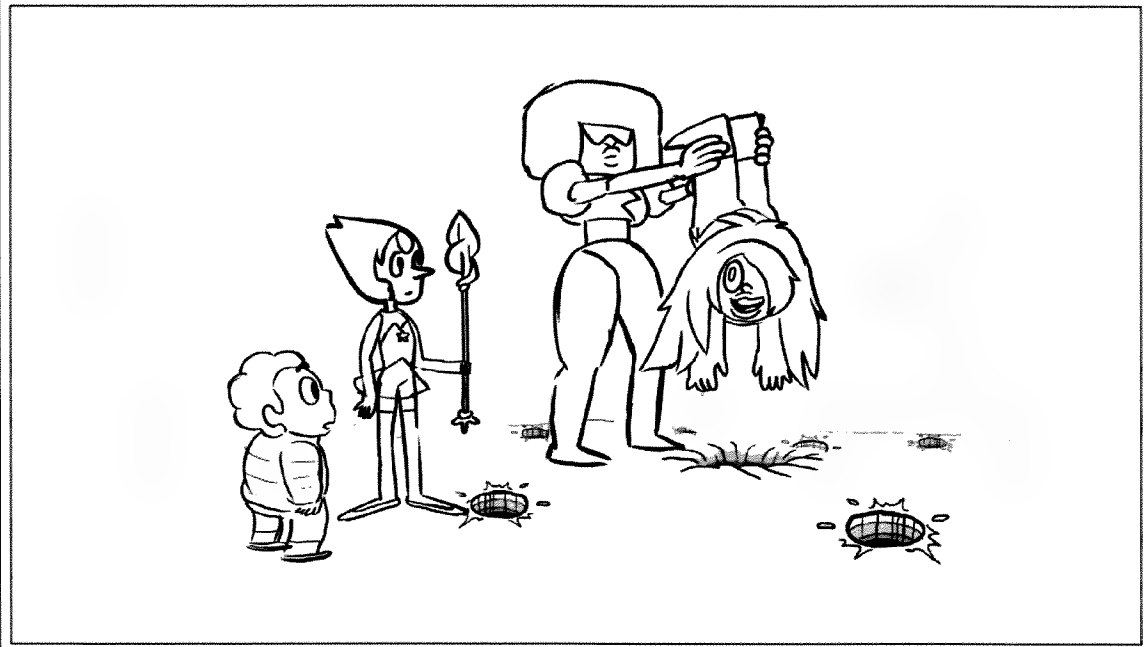
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Scene	Panel
41	cont 4



Slugging
0.13

Scene	Panel
41	cont 5



Dialog
AMETHYST: I SWALLOWED A ROCK.

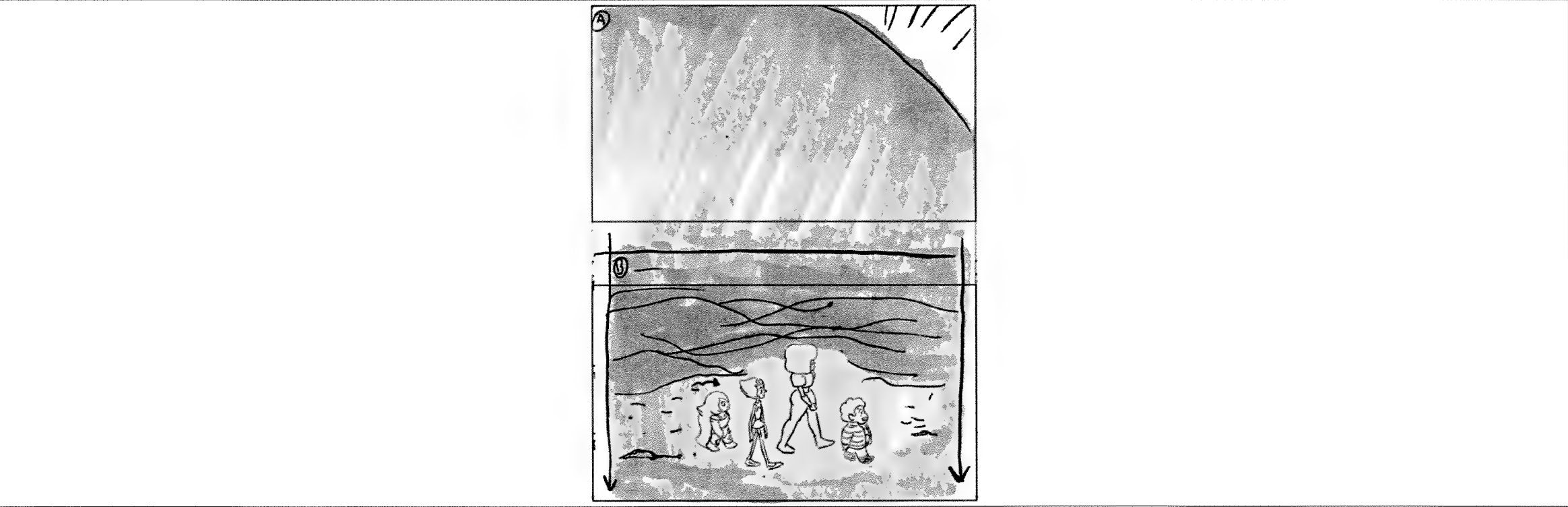
Slugging
2.08

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Scene	Panel
42	1
<p>Dialog</p> <p>STEVEN: WE ALL WORKED SO HARD WE DESERVE A REWARD.</p>	
<p>Action Notes</p> <p>Camera pans down as Crystal Gems walk.</p>	
<p>Slugging</p> <p>Panels 1 + 2 =</p> <p>HOLD: 1.05</p> <p>Then ADJ: 2.04</p> <p>Then HOLD: 2.01</p>	

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Scene	Panel
	42 <i>CONT</i>
	2



Dialog

STEVEN: WE ALL WORKED SO HARD WE DESERVE A REWARD.

Action Notes

Camera pans down as Crystal Gems walk.

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Scene	Panel
43	1
	
<p>Dialog</p> <p>PEARL: SOUNDS LIKE YOU</p>	
<p>Slugging</p> <p>0.14</p>	

Scene	Panel
43	2
	
<p>Dialog</p> <p>PEARL: HAVE SOMETHING IN MIND.</p>	
<p>Slugging</p> <p>2.07</p> <p>JUN 17 2013</p>	

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Scene	Panel
44	1

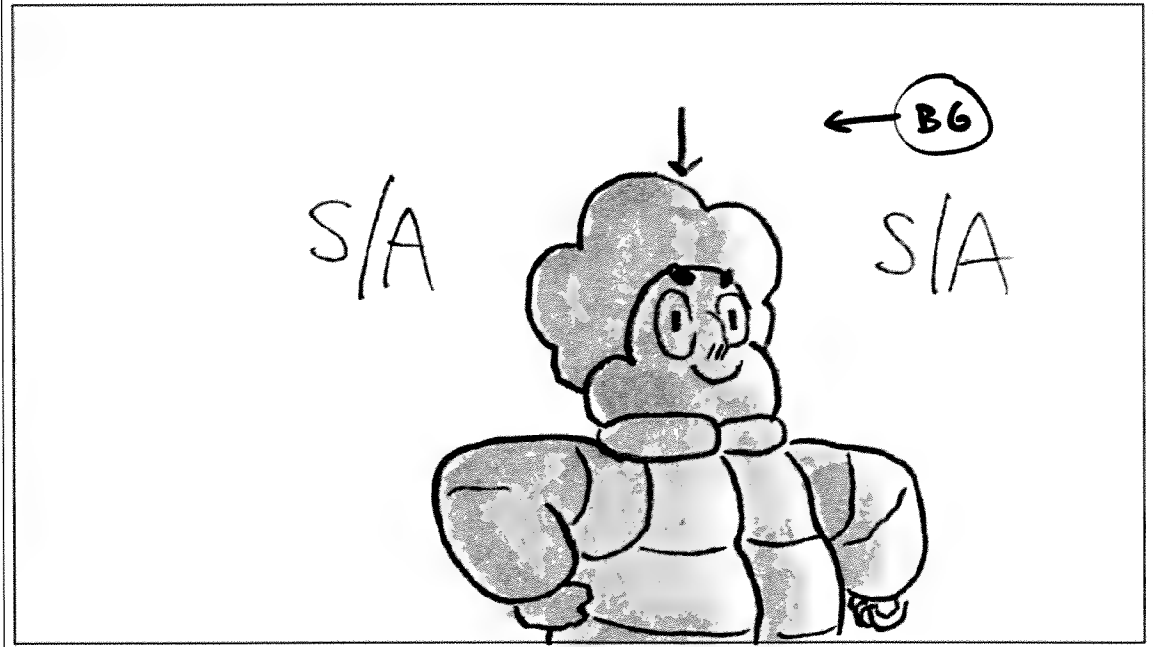


Dialog
STEVEN: HAAAAHA

Action Notes
Pan BG

Slugging
1.11

Scene	Panel
44	2



Dialog
STEVEN: HAAAAHA

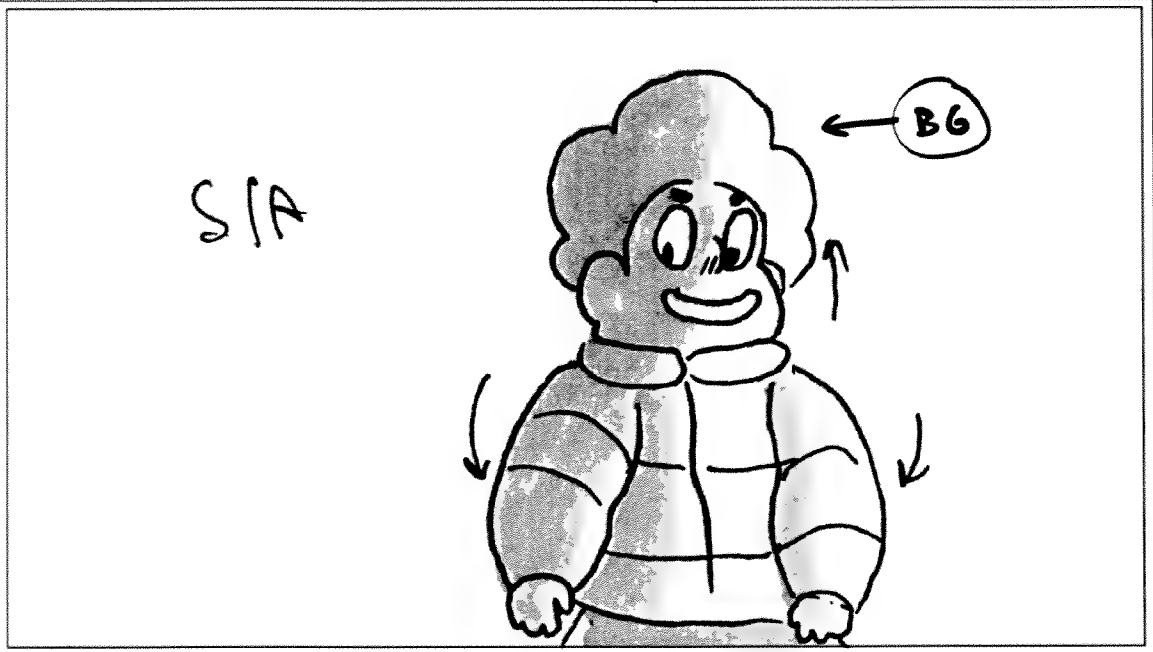
Action Notes
Pan BG
Steven starts to dance.

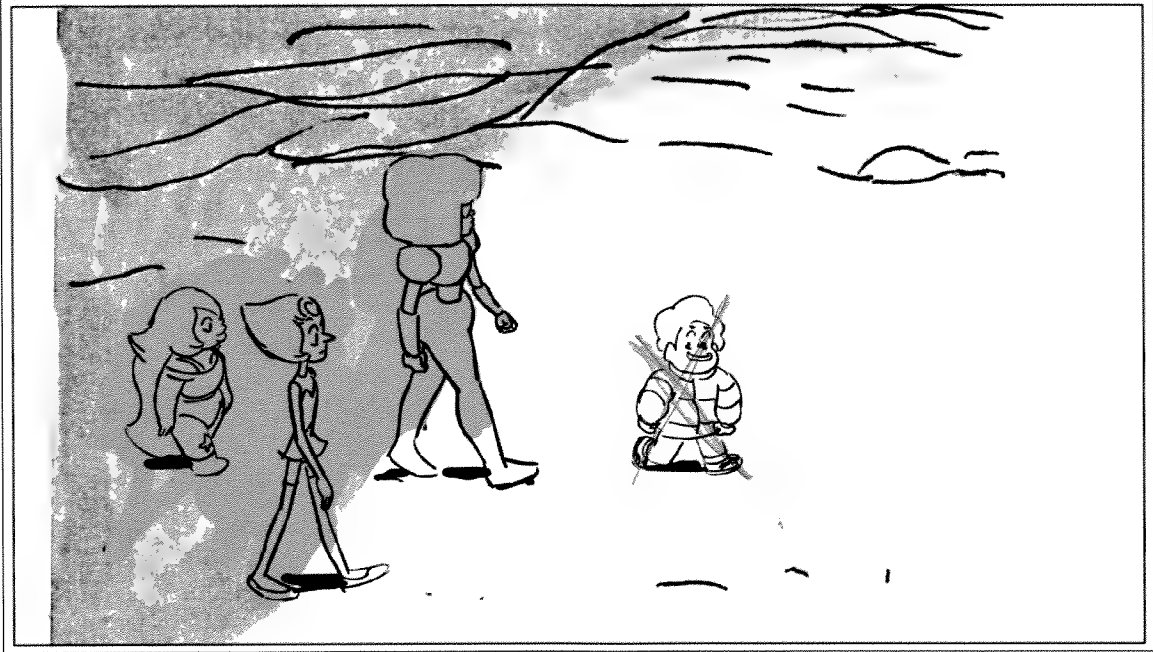
Slugging
0.07

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Scene	Panel
44	3
<i>cont</i>	
Dialog STEVEN: HAAAAHA	
Action Notes Pan BG	
Slugging 0.10	

Scene	Panel
44	4
<i>cont</i>	
Dialog STEVEN: HAAAAHA	
Action Notes Pan BG JUN 17 2013	
Slugging 0.10	

Scene	Panel
44	5
	
Dialog STEVEN: HAAAAHA	
Action Notes Pan BG	
Slugging 1.04	

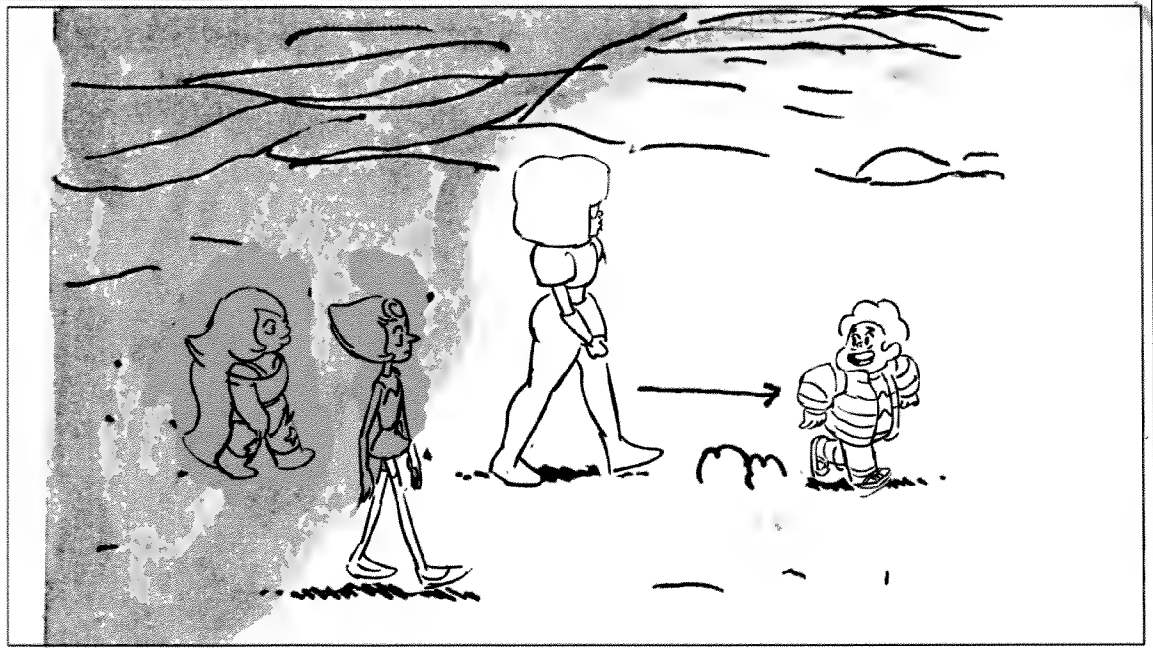
Scene	Panel
45	1
	
Dialog STEVEN: I'M TAKING	
Slugging Panels 1 + 2 = 2.08	

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Scene	Panel
45	2



Dialog
STEVEN: YOU GUYS

Scene	Panel
46	1



Dialog
STEVEN: TO THE BEST PLACE

Action Notes
Steven walks into scene,

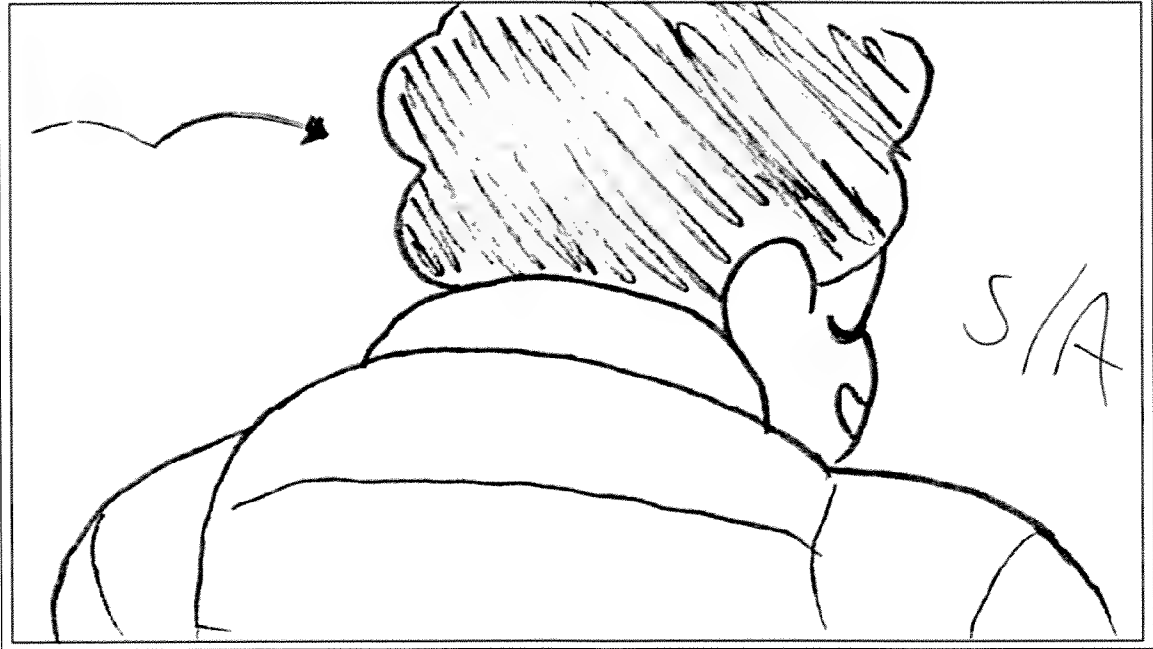
Slugging
Panels 1 + 2 = 1.04

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Scene	Panel
46	2
	
<p>Dialog</p> <p>STEVEN: TO THE BEST PLACE</p>	
<p>Action Notes</p> <p>and glances back to Gems.</p>	

Scene	Panel
46	3
	
<p>Dialog</p> <p>STEVEN: IN BEACH CITY!</p>	
<p>Slugging</p> <p>1.11</p> <p>JUN 17 2013</p>	

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1020:009

Scene	Panel	
	46	4



Dialog

STEVEN: FUN LAND ARCADE!

Action Notes

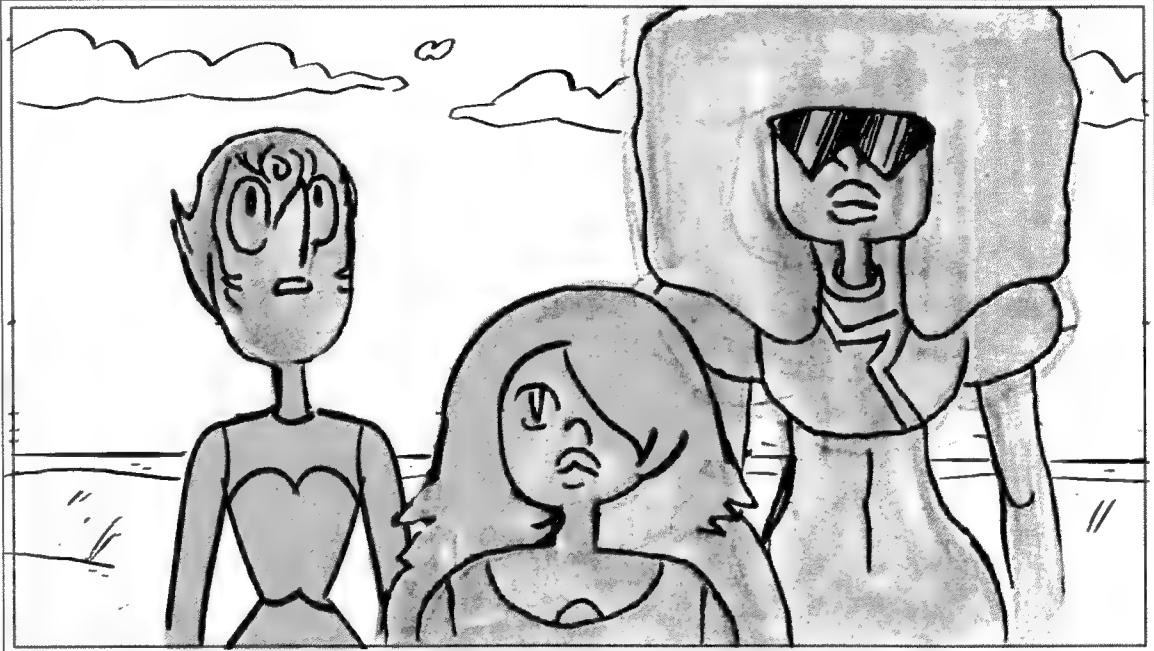
widen to reveal Funland arcade.

Slugging

ADJ: 0.04

Then HOLD: 2.14

Scene	Panel	
	47	1



Slugging

1.04

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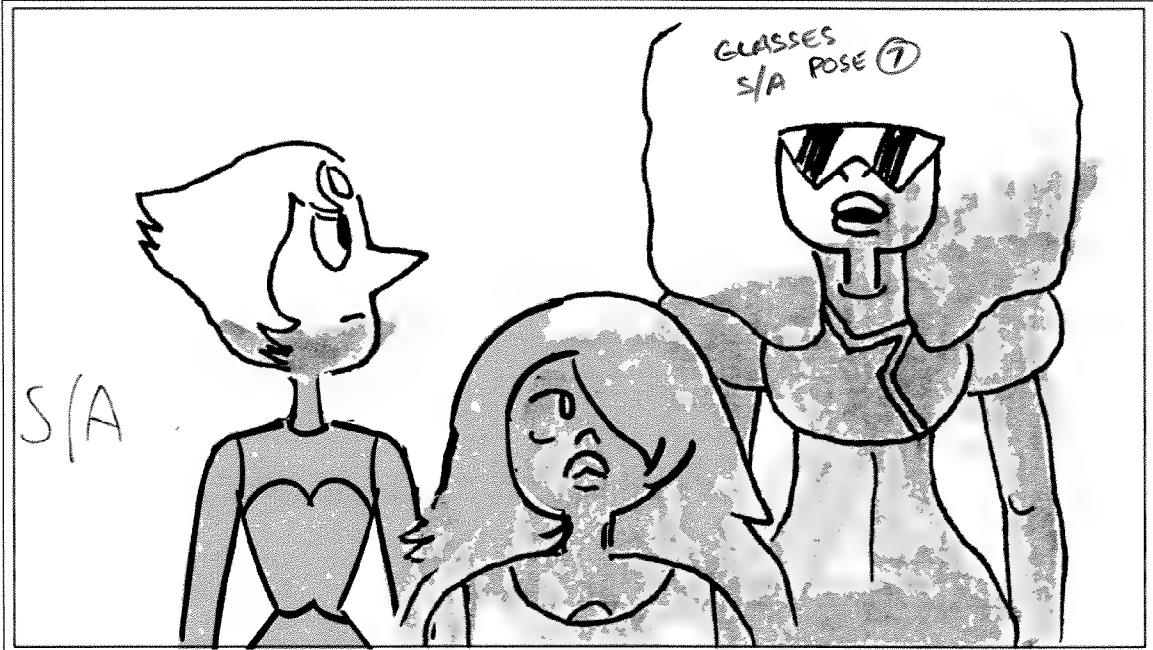
Scene 47 *cont* Panel 2



Dialog
PEARL: DO WE HAVE ANYTHING ELSE TO DO?

Slugging
2.06

Scene 47 *cont* Panel 3



Dialog
GARNET: WE DON'T.

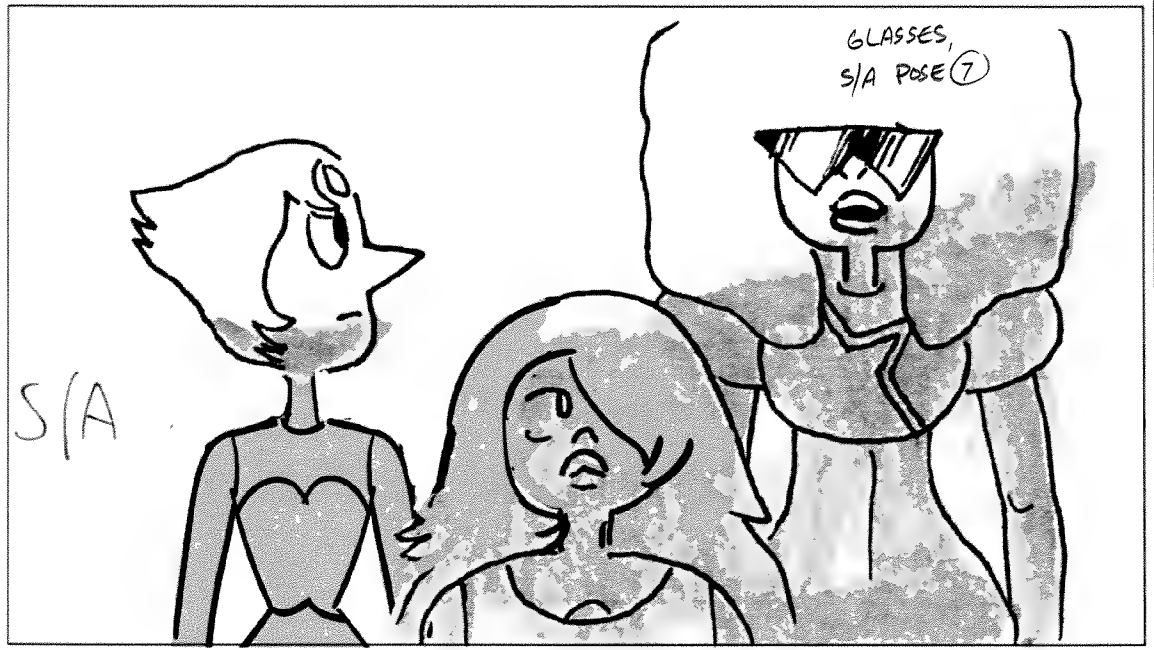
Slugging
0.13

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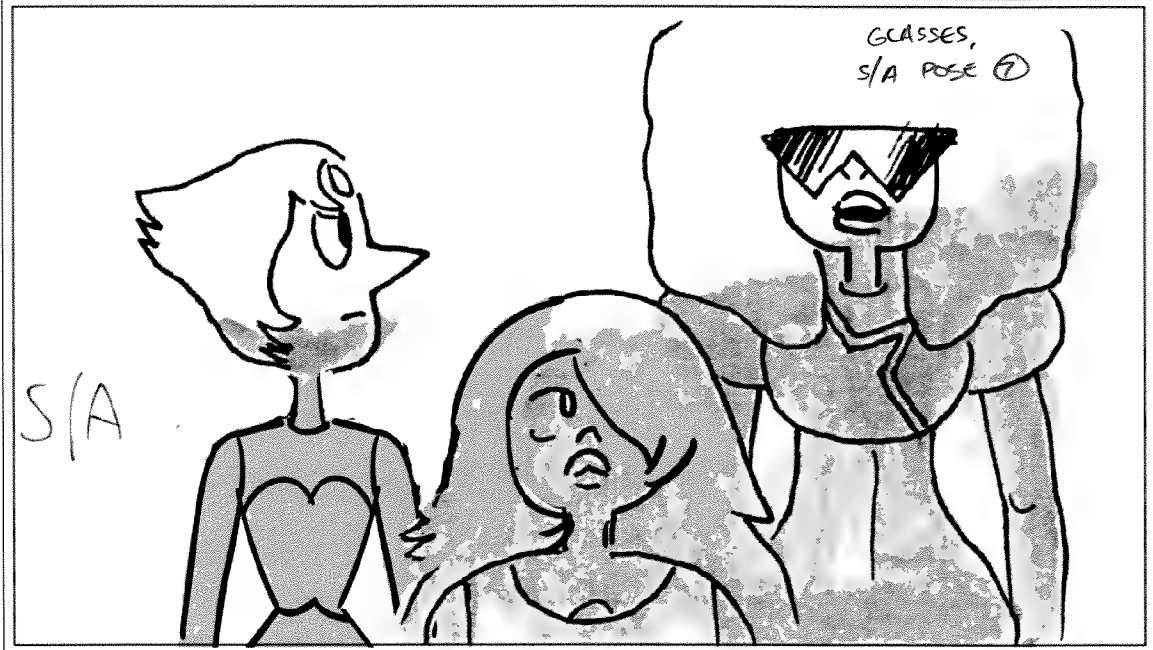
Scene 47 Panel 4



Slugging
0.04

Notes
LIGHT REFLECTION TRAVELS ACROSS GLASSES

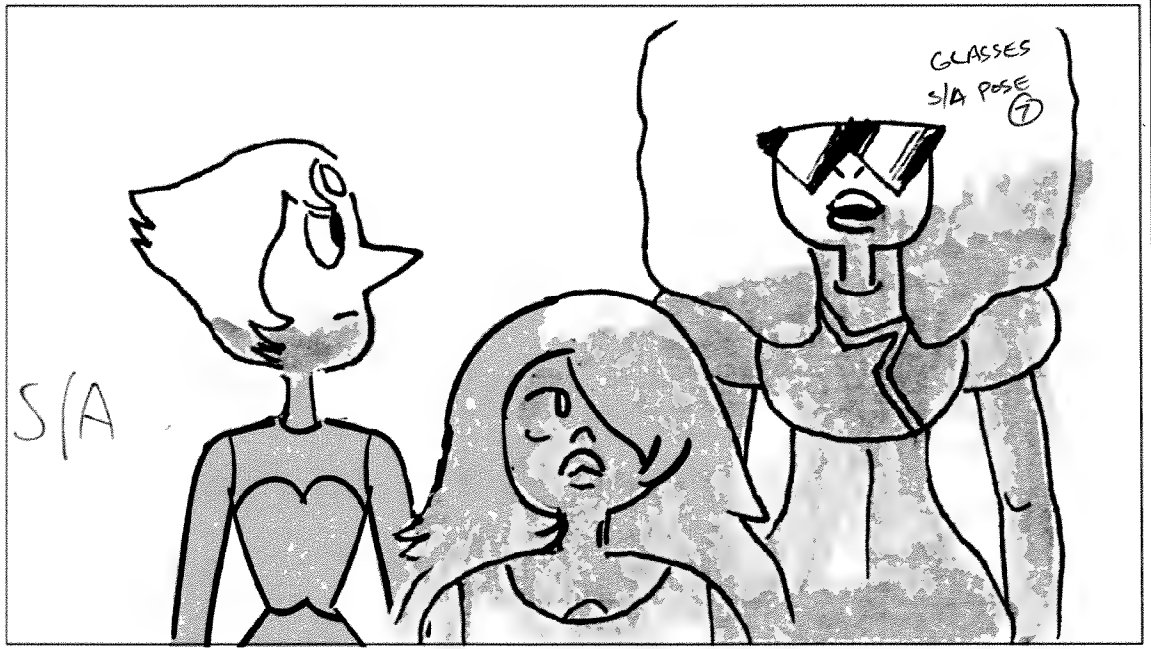
Scene 47 Panel 5



Slugging
0.04

Notes
LIGHT REFLECTION TRAVELS ACROSS GLASSES
JUN 17 2013

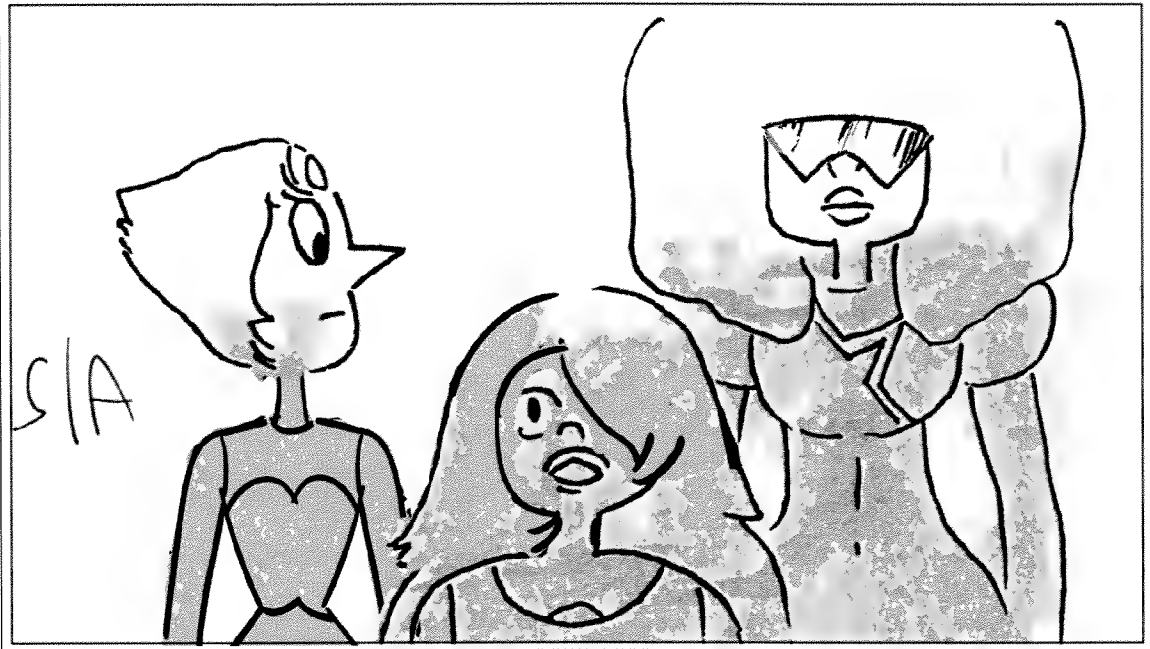
Scene 47 *cont* Panel 6



Slugging
0.06

Notes
LIGHT REFLECTION TRAVELS ACROSS GLASSES

Scene 47 *cont* Panel 7



Dialog
AMETHYST: AAAA.... DON'T YOU NEED MONEY FOR THAT PLACE?

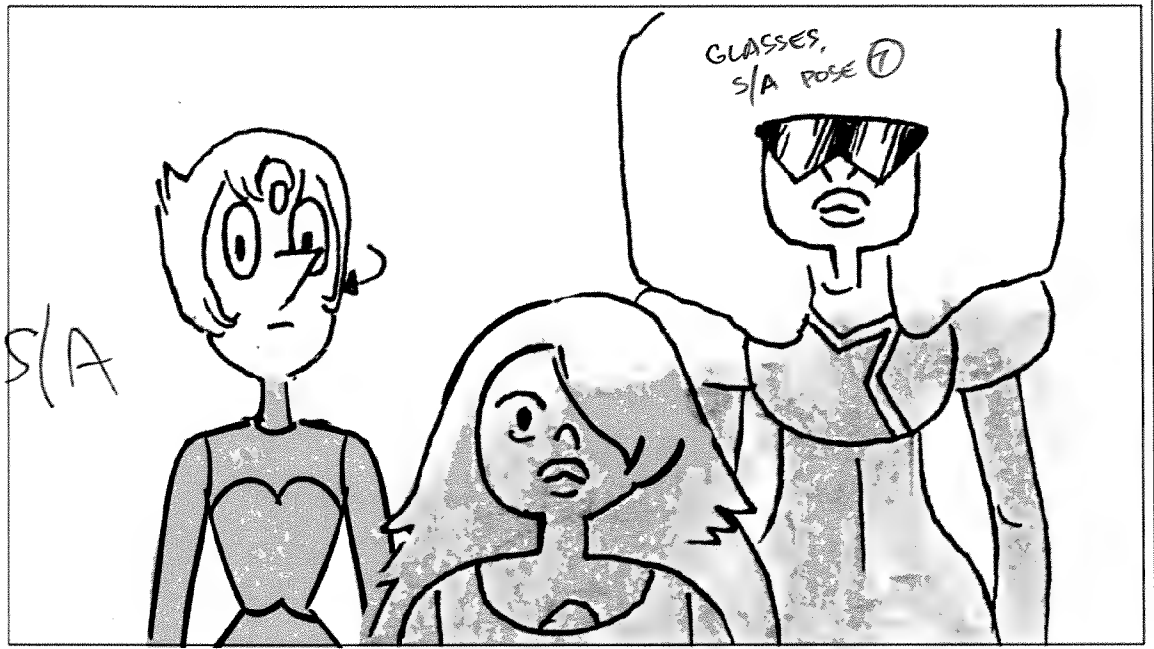
Slugging
3.13

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Scene	Panel
47	8



Dialog
STEVEN (off-screen): OH, DON'T WORRY.

Slugging
2.09

Scene	Panel
48	1



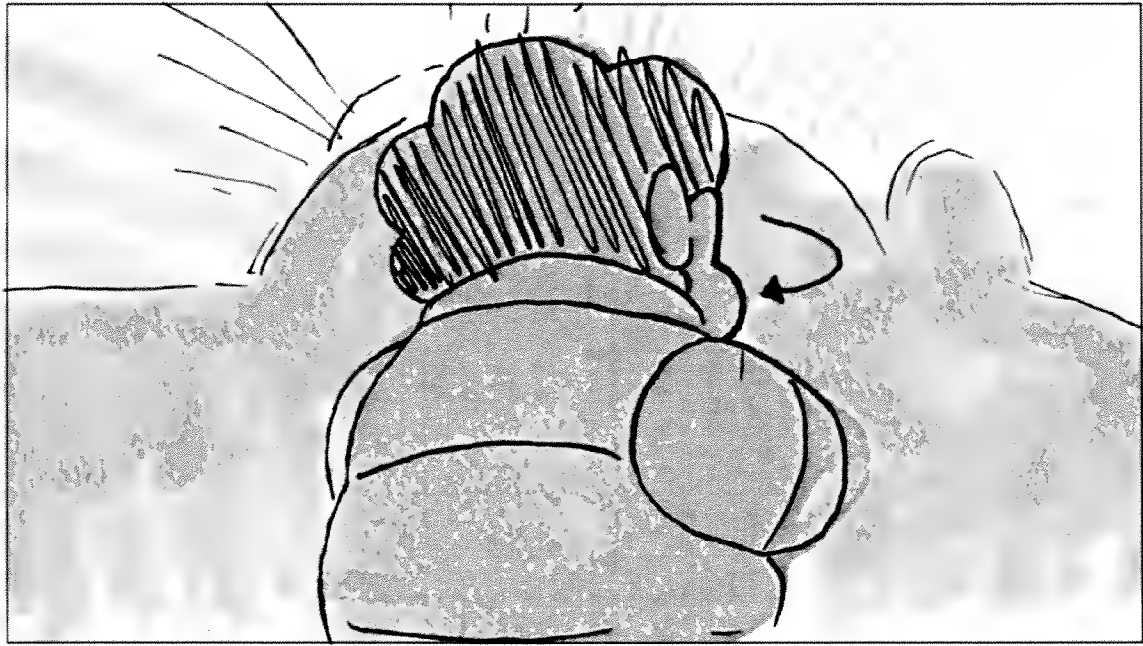
Dialog
STEVEN: THIS ONE'S...

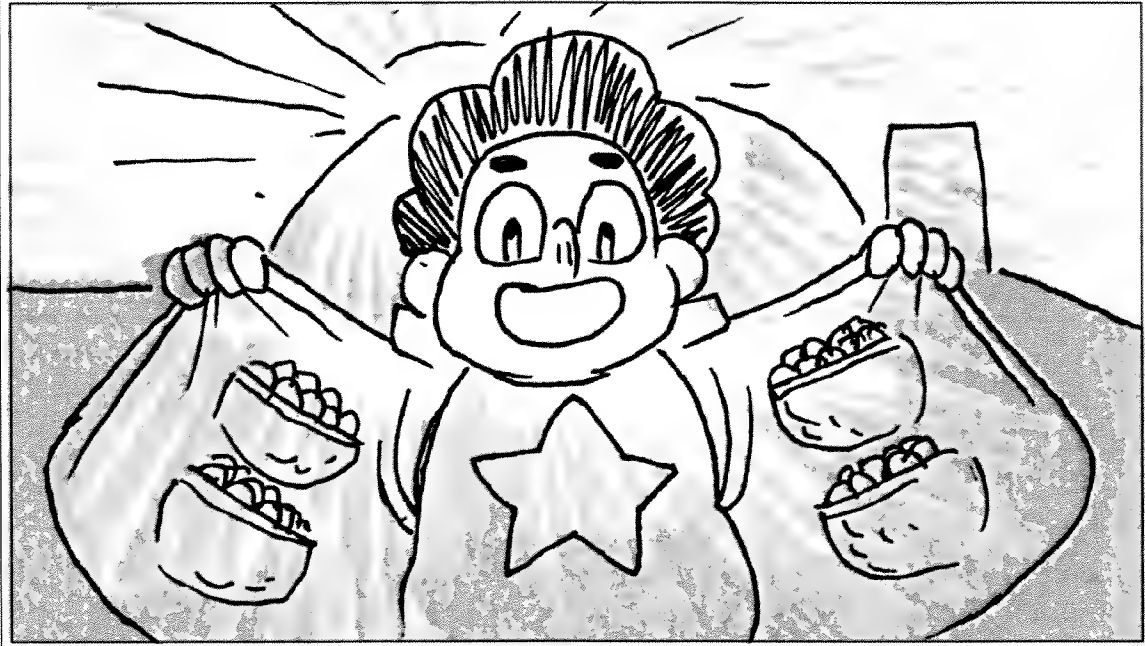
Slugging
1.02

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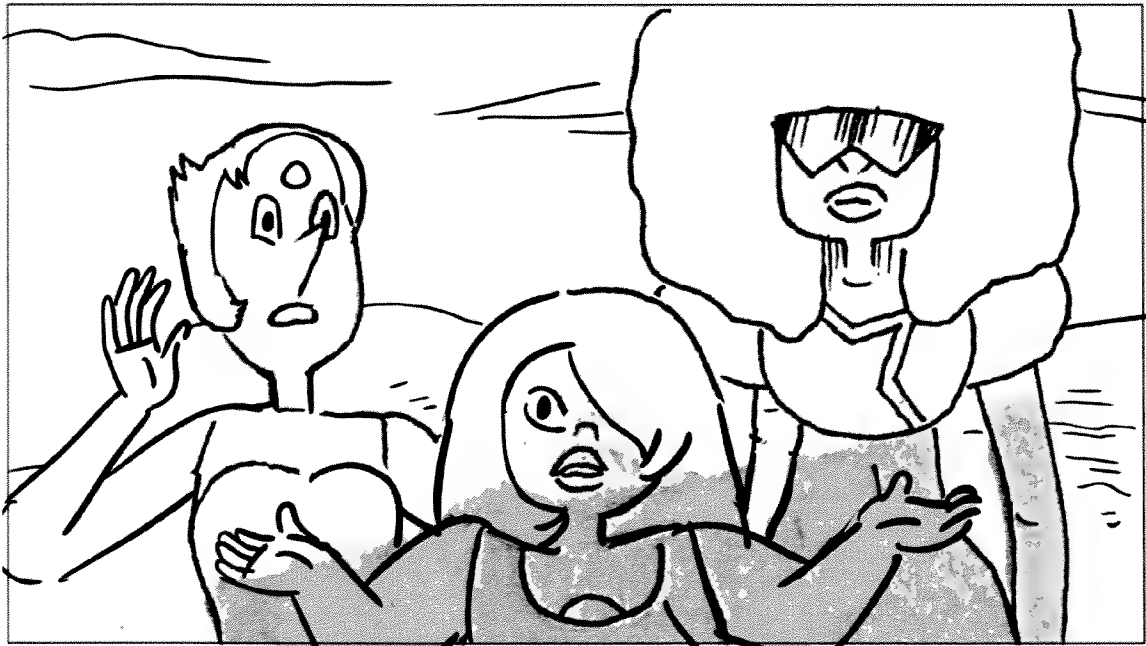
Scene	Panel
48	cont 2
	
<p>Dialog</p> <p>STEVEN: ON</p>	
<p>Action Notes</p> <p>Steven turns,</p>	
<p>Slugging</p> <p>0.12</p>	

Scene	Panel
48	cont 3
	
<p>Dialog</p> <p>STEVEN: MEEEEEEEEEEEEEEEEEEEEEEEEEEEE</p>	
<p>Action Notes</p> <p>and opens coat to show pockets filled with tokens.</p>	
<p>Slugging</p> <p>1.09</p> <p>JUN 17 2013</p>	

1020.009

1020.009

Scene	Panel
49	1



Dialog

STEVEN: EEEEEEEEEEEEEEE!!

Slugging

Panels 1 + 2 = 2.05

Scene	Panel
49	2



Dialog

STEVEN: EEEEEEEEEEEEEEE!!

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1020-009

Scene	Panel
50	1



Slugging
0.14

Scene	Panel
50	cont 2



Action Notes
Tokens pass through screen.

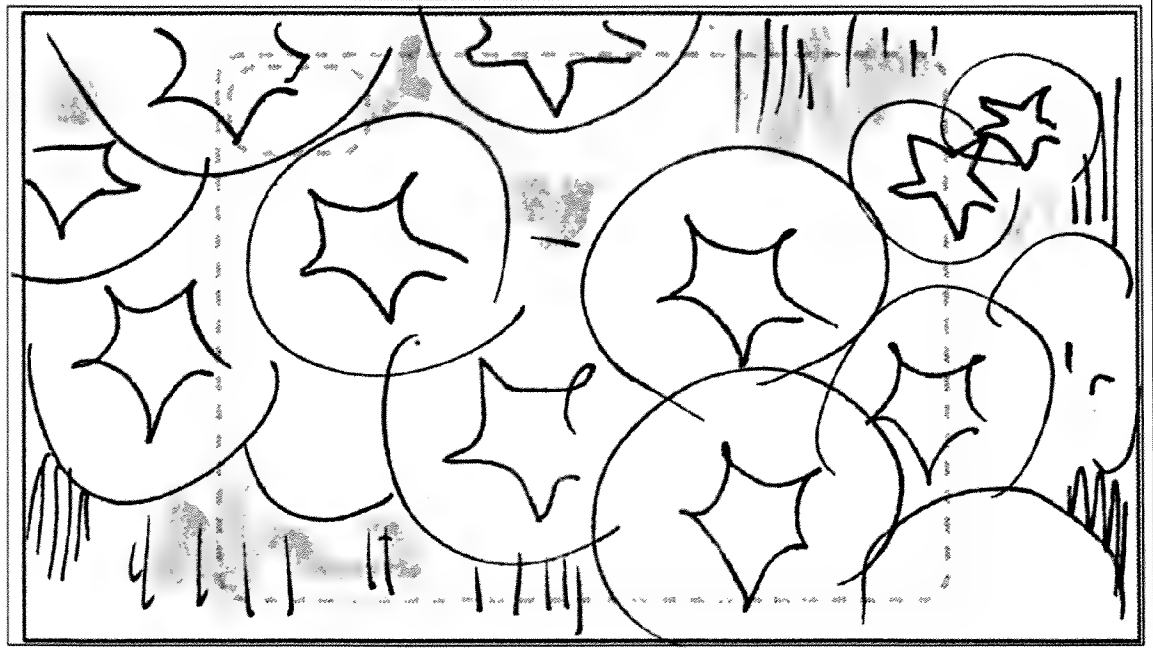
Slugging
0.06

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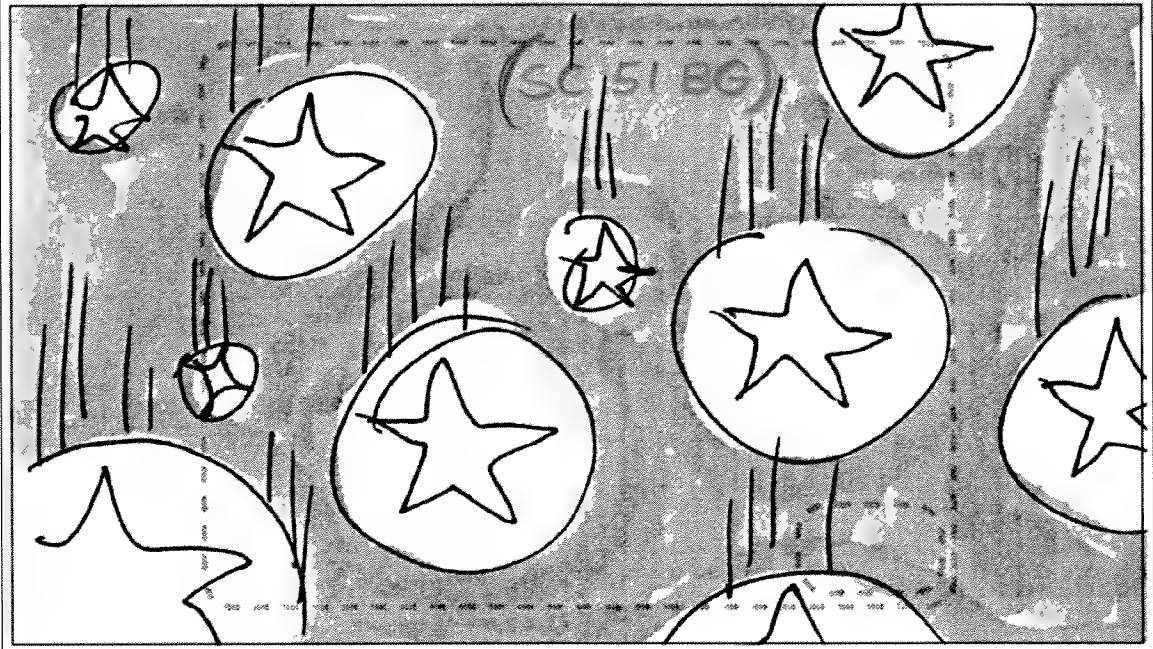
Scene	Panel
50	cont
	3



Slugging
0.08

*CAMERA WIPE.

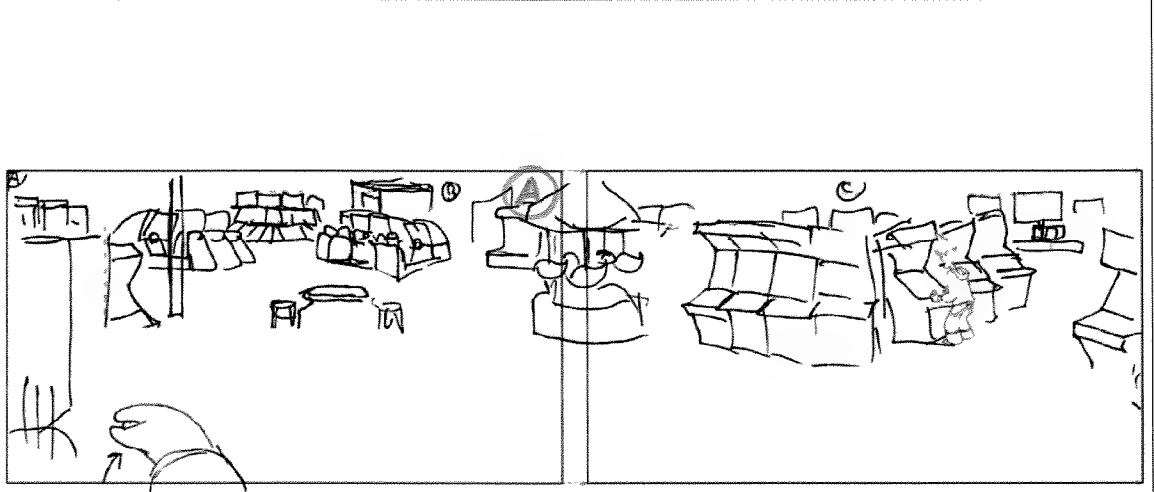
Scene	Panel
50	cont
	4

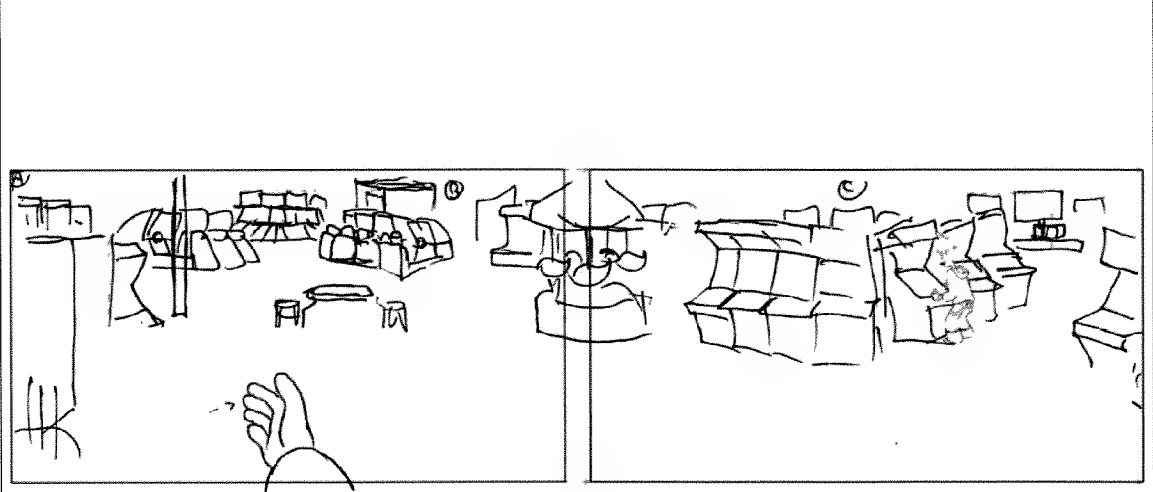


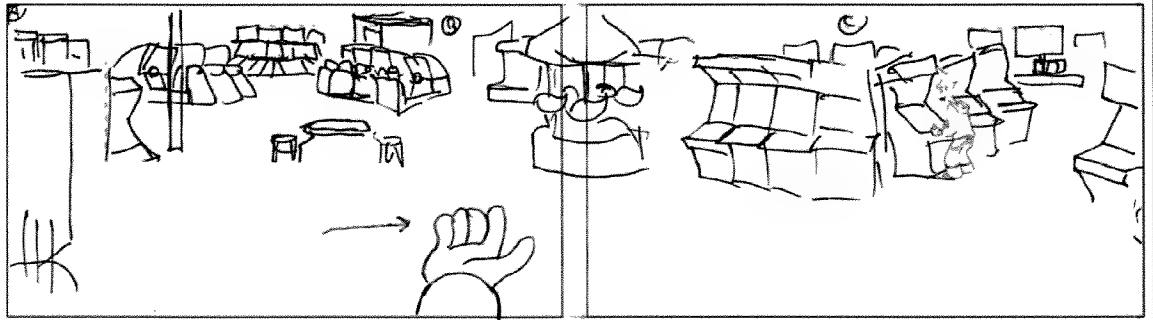
Slugging
1.00

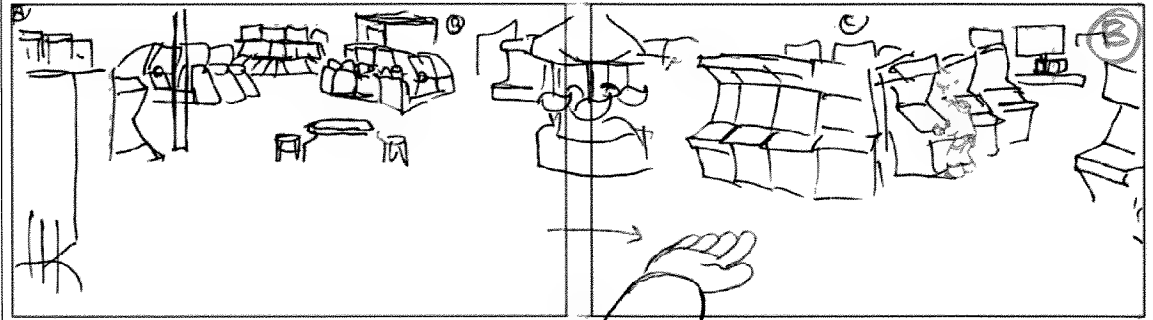
AFTER COINS KILL FRANK,
SC 51 IS REVEALED.

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Scene	Panel
51	1
	
<p>Dialog</p> <p>STEVEN: WELCOME TO A WONDERLAND OF FUNTRONIC GAMEVENTIONS!</p>	
<p>Action Notes</p> <p>Sour Cream Cycle panels 1 and 2 throughout scene</p> <p>Pan East as Steven gestures.</p>	
<p>Slugging</p> <p>Panels 1 to 5 = ADJ: 6.14</p>	

Scene	Panel
51	2
	
<p>Dialog</p> <p>STEVEN: WELCOME TO A WONDERLAND OF FUNTRONIC GAMEVENTIONS!</p>	
<p>Action Notes</p> <p>Sour Cream Cycle panels 1 and 2 throughout scene</p> <p>Pan East as Steven gestures.</p>	
<p>JUN 17 2013</p>	

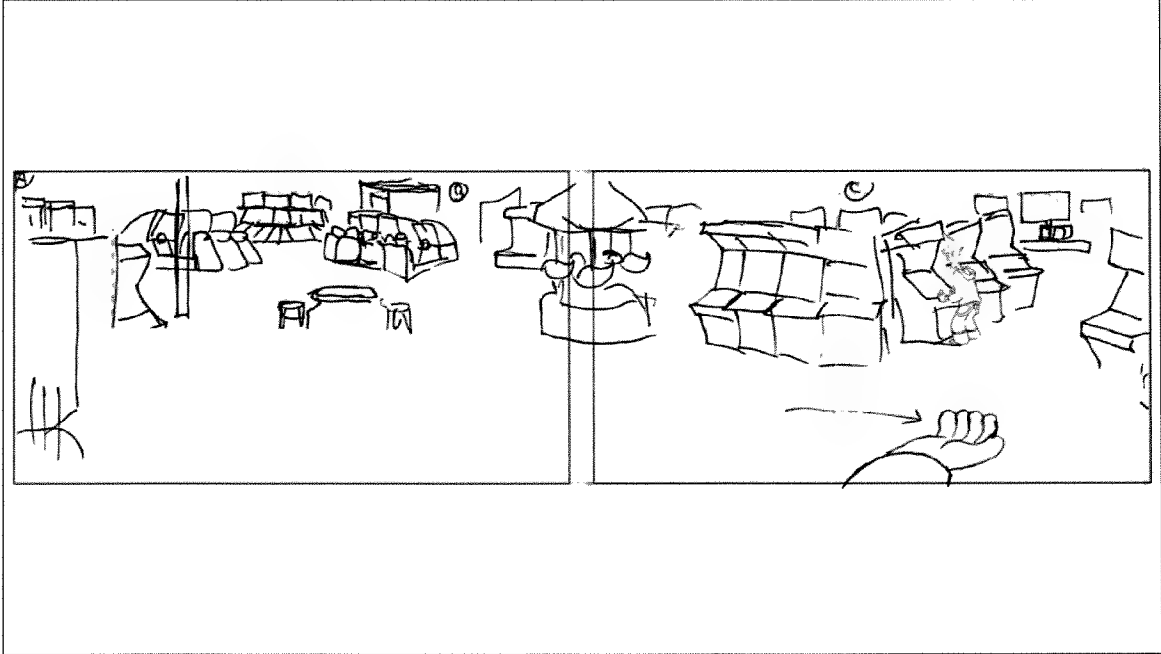
Scene	51	Panel	3
			
<p>Dialog</p> <p>STEVEN: WELCOME TO A WONDERLAND OF FUNTRONIC GAMEVENTIONS!</p>			
<p>Action Notes</p> <p>Pan East as Steven gestures.</p>			

Scene	51	Panel	4
			
<p>Dialog</p> <p>STEVEN: WELCOME TO A WONDERLAND OF FUNTRONIC GAMEVENTIONS!</p>			
<p>Action Notes</p> <p>Pan East as Steven gestures.</p> <p>JUN 17 2013</p>			

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1020.009

Scene	Panel
51	5



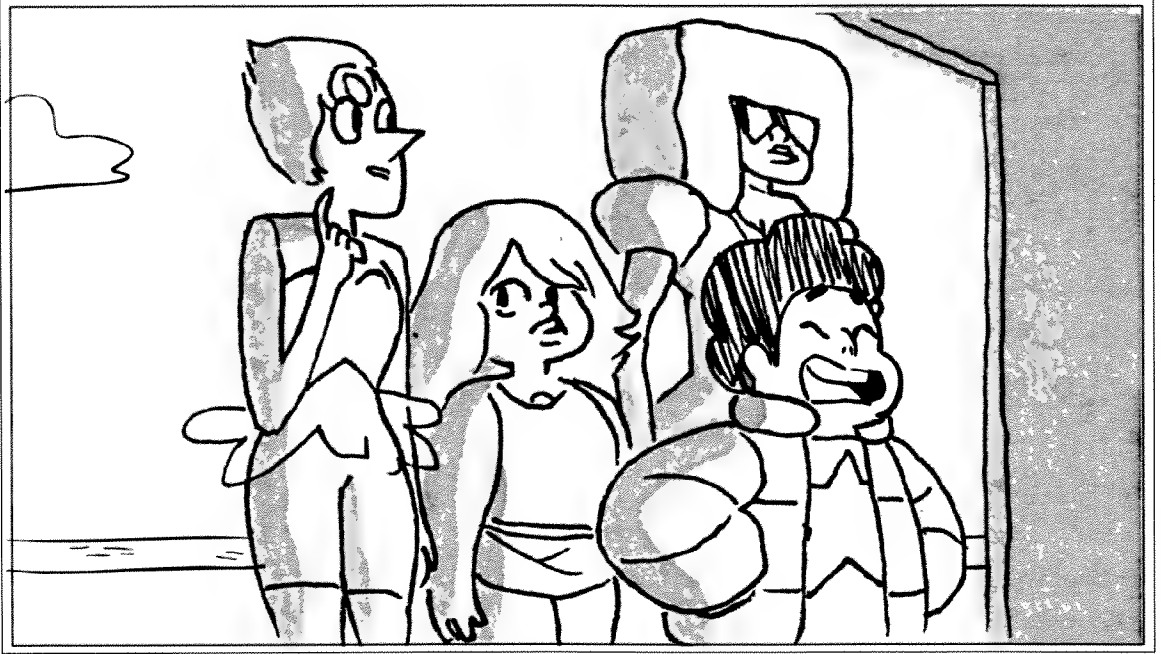
Dialog

STEVEN: WELCOME TO A WONDERLAND OF FUNTRONIC GAMEVENTIONS!

Action Notes

Pan East through arcade as Steven gestures.

Scene	Panel
52	1



Dialog

STEVEN: HEAHEAHAHA!

Slugging

2.08

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Scene	Panel
53	1



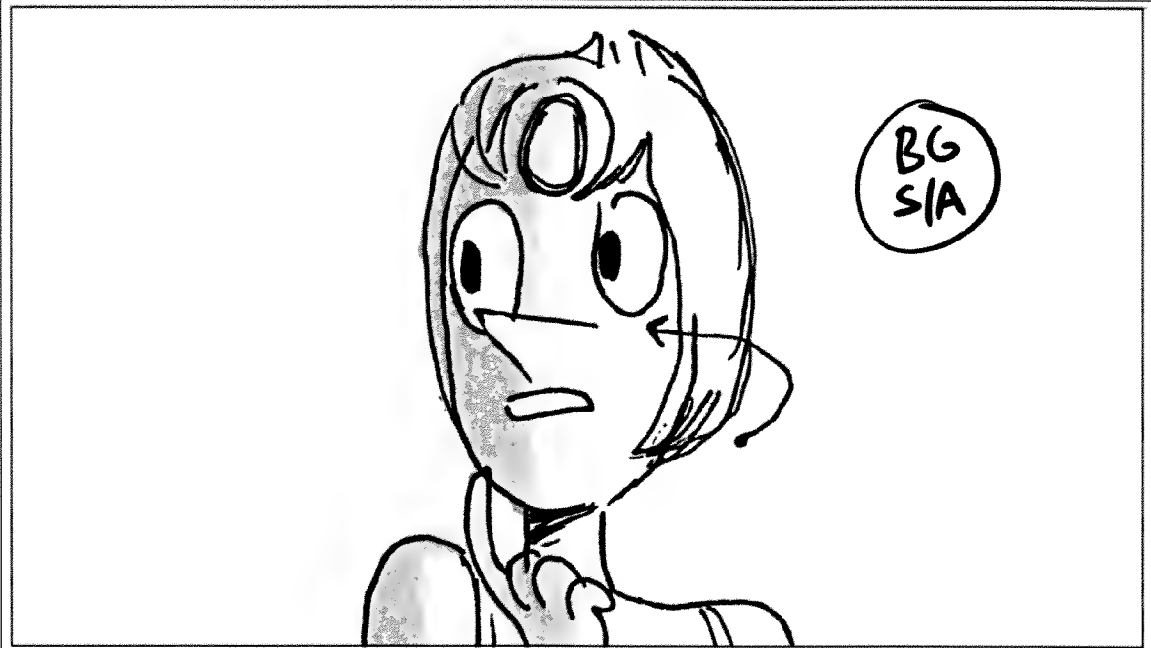
Dialog

PEARL: HUMANS FIND SUCH FASCINATING WAYS

Slugging

3.04

Scene	Panel
53	2



Dialog

PEARL: TO WASTE THEIR TIME.


Slugging

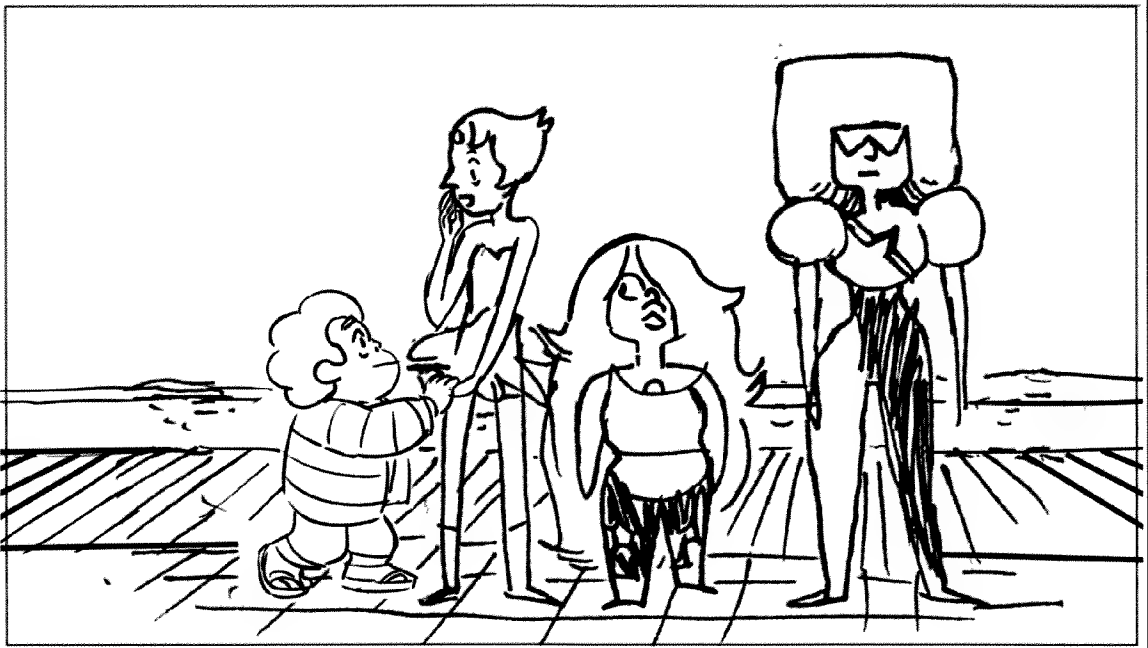
2.11

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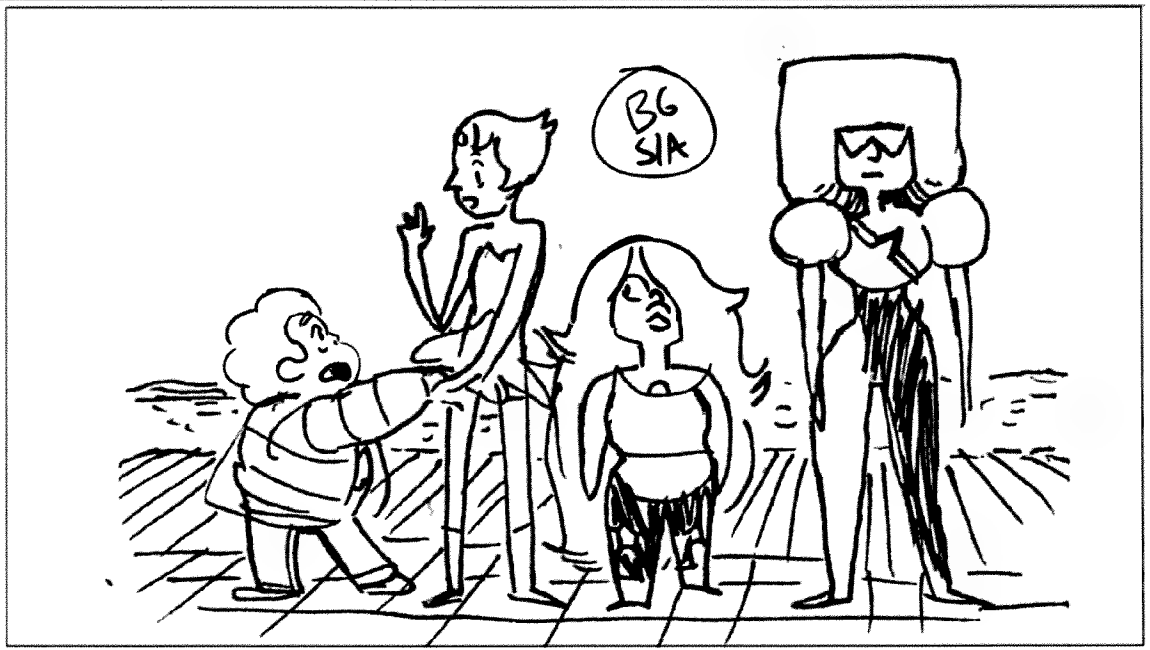
1020.009

Scene	53	Panel	3
			
Dialog			
STEVEN (off-screen): PEARL!			
PEARL: HUH?			
Action Notes			
Pearl looks down.			
Slugging			
0.13			

Scene	54	Panel	1
			
Dialog			
STEVEN: PEARL, COME ON!			
Action Notes			
Steven takes Pearl's hand.			
Slugging			
Panels 1 + 2 = 1.05			

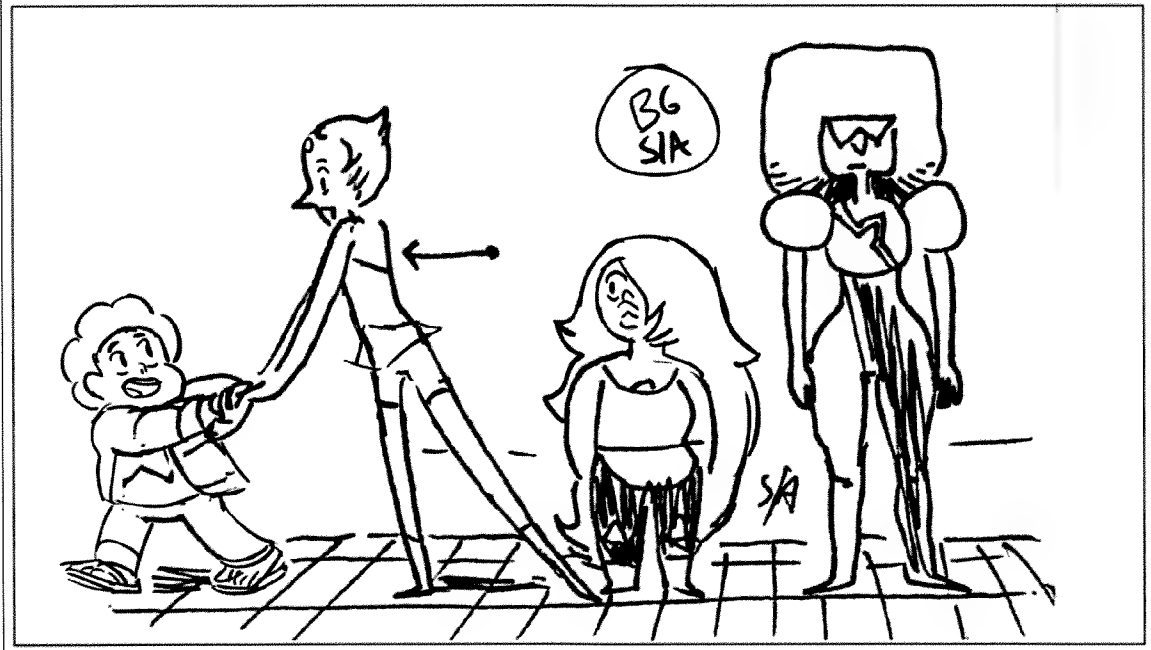
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Scene	Panel
54	cont 2



Dialog
STEVEN: PEARL, COME ON!

Scene	Panel
54	cont 3



Dialog
STEVEN: YOU'LL LOVE THIS GAME!

Slugging
1.11

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Scene	Panel
54	cont
	4

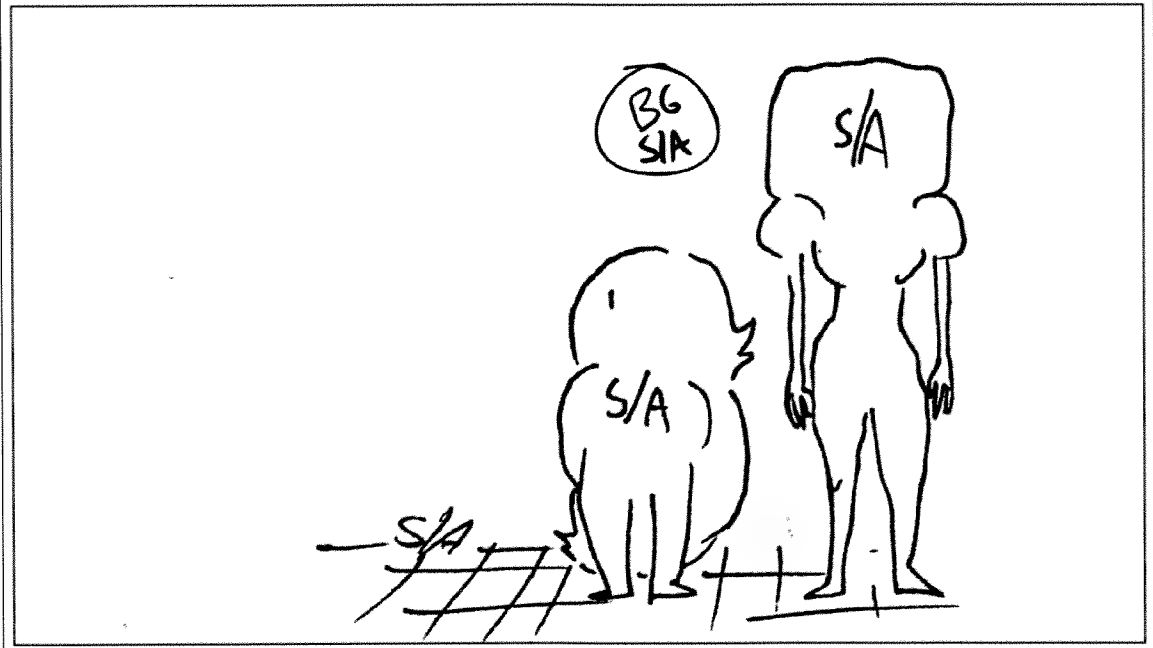


Dialog
PEARL: IF YOU SAY SO.

Action Notes
Steven and Pearl off screen.

Slugging
1.12

Scene	Panel
54	cont
	5



Slugging
1.02

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Scene	Panel
55	1

Dialog

PEARL: ROAD KILLER?

Action Notes

Steven watches as Pearl is playing video game.

Slugging

2.07

Scene	Panel
55	2

Dialog

STEVEN: YEAH!


Slugging

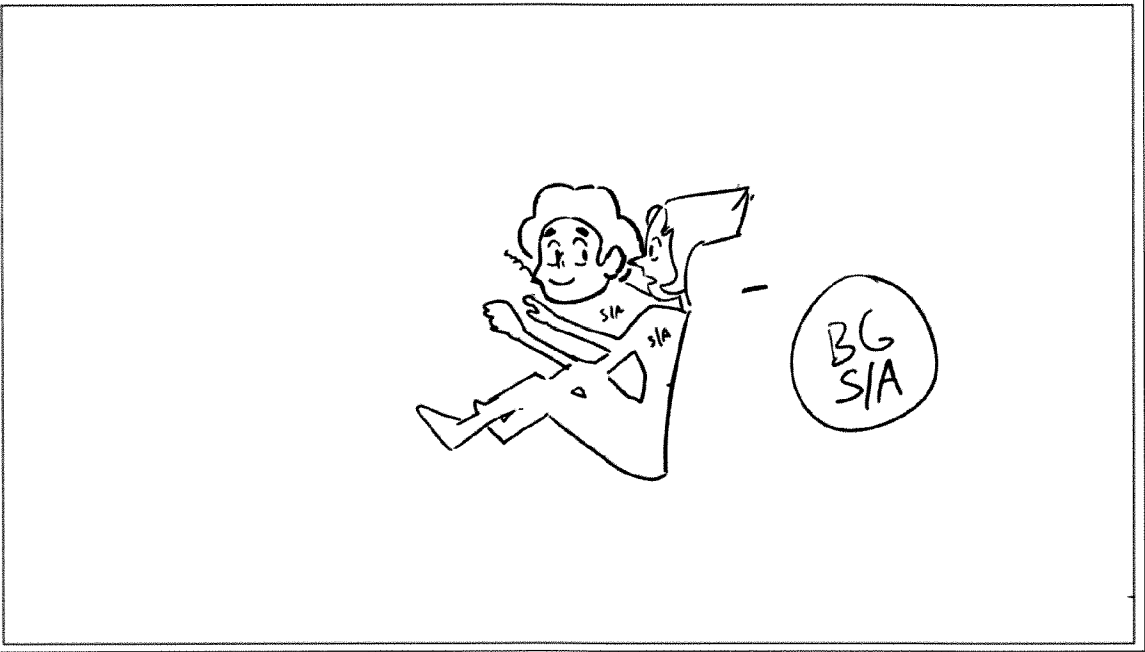
Panels 2 + 3 = 4.10

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Scene	55	Panel	3
			
<p>Dialog</p> <p>STEVEN: PICK THE CAR YOU LIKE THEN JUST GO FOR IT!</p>			

Scene	55	Panel	4
			
<p>Dialog</p> <p>PEARL: WHICH ONES OF THESE BUTTONS IS MY TURN SIGNAL?</p>			
<p>Slugging</p> <p>4.04</p> <p>JUN 17 2013</p>			

Scene	Panel
56	1

Dialog

STEVEN: NONE OF THEM. HAVE FUN!

Slugging

2.12

Scene	Panel
56	2

Action Notes

Steven out of scene.

Slugging

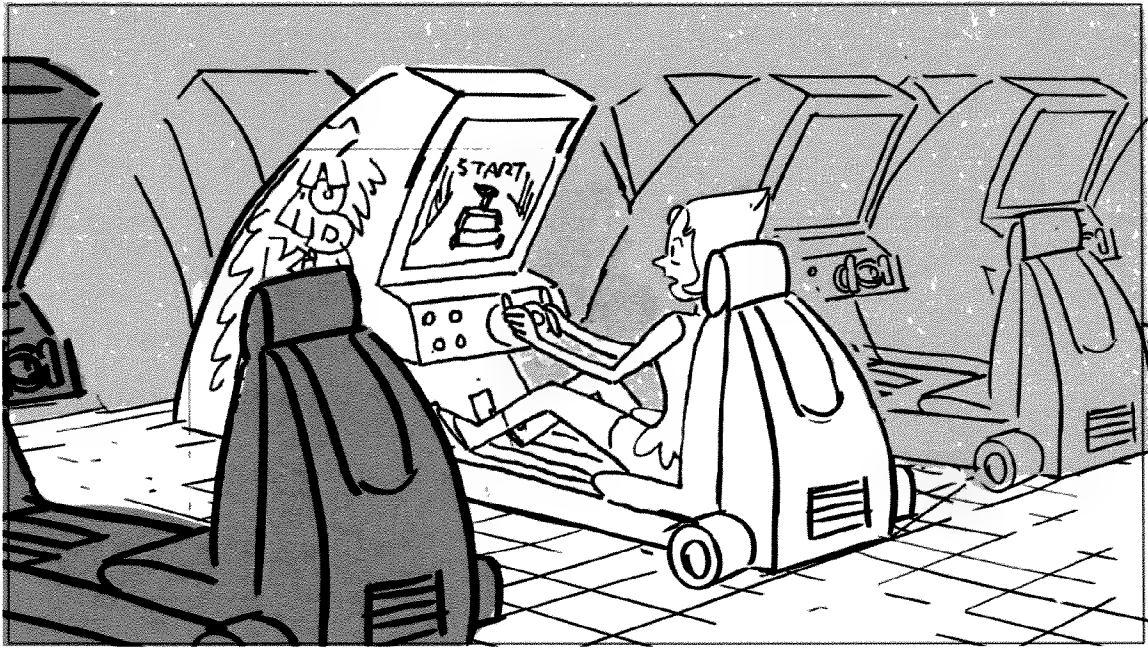
1.10

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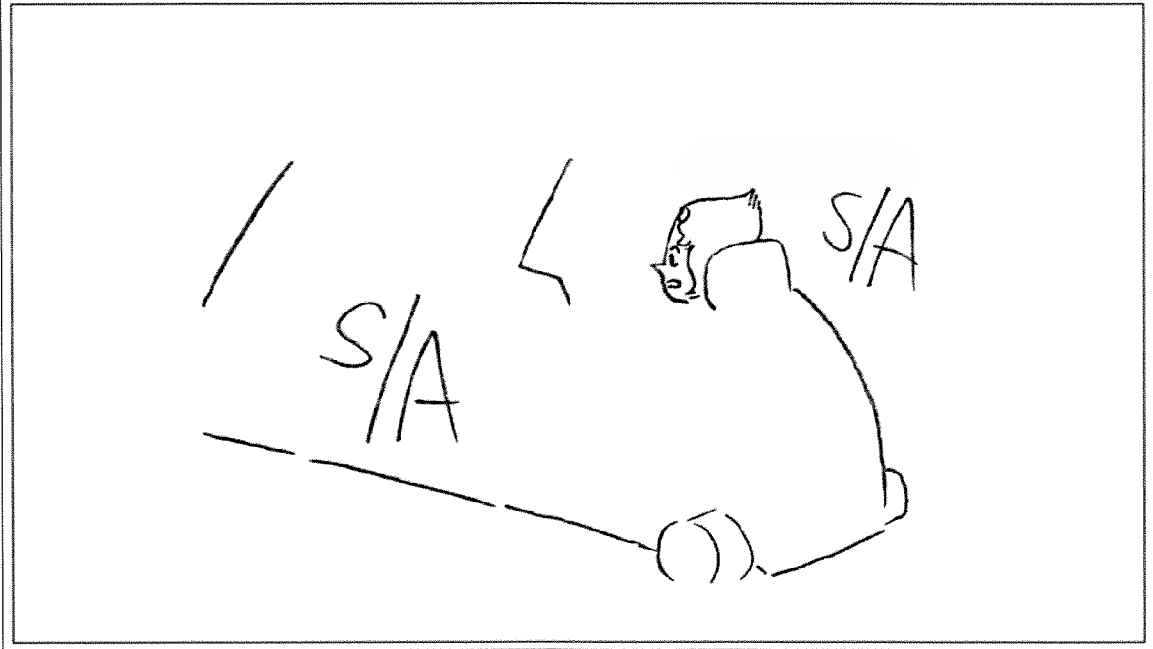
Scene	Panel
57	1



Dialog
GAME: KILL THE ROAD!

Slugging
1.09

Scene	Panel
57	2



Dialog
PEARL: OK.

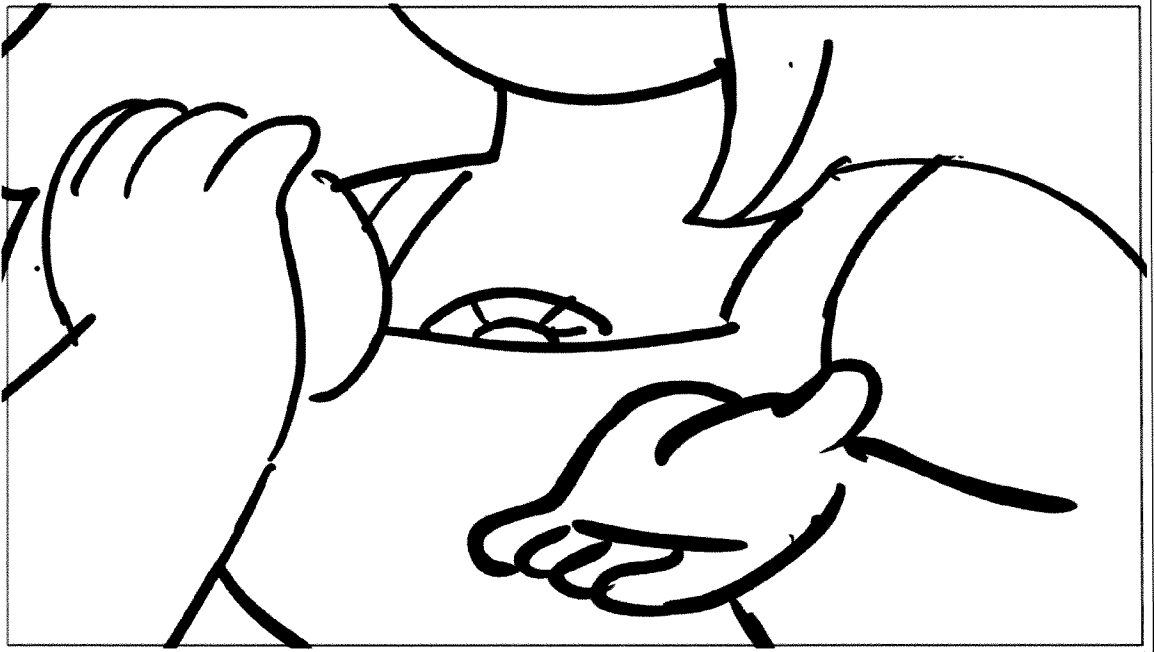
Slugging
2.08

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Scene	Panel
58	1

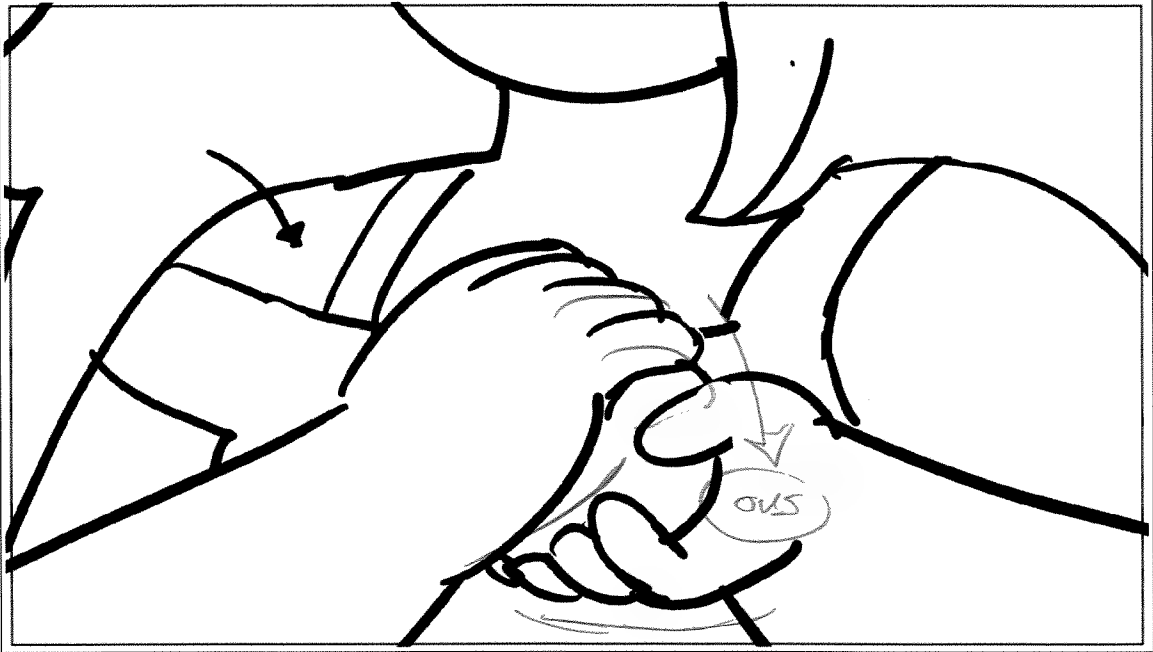


Dialog
STEVEN: THIS

Action Notes
Steven hands Amethyst a ski ball.

Slugging
Panels 1 + 2 = 1.08

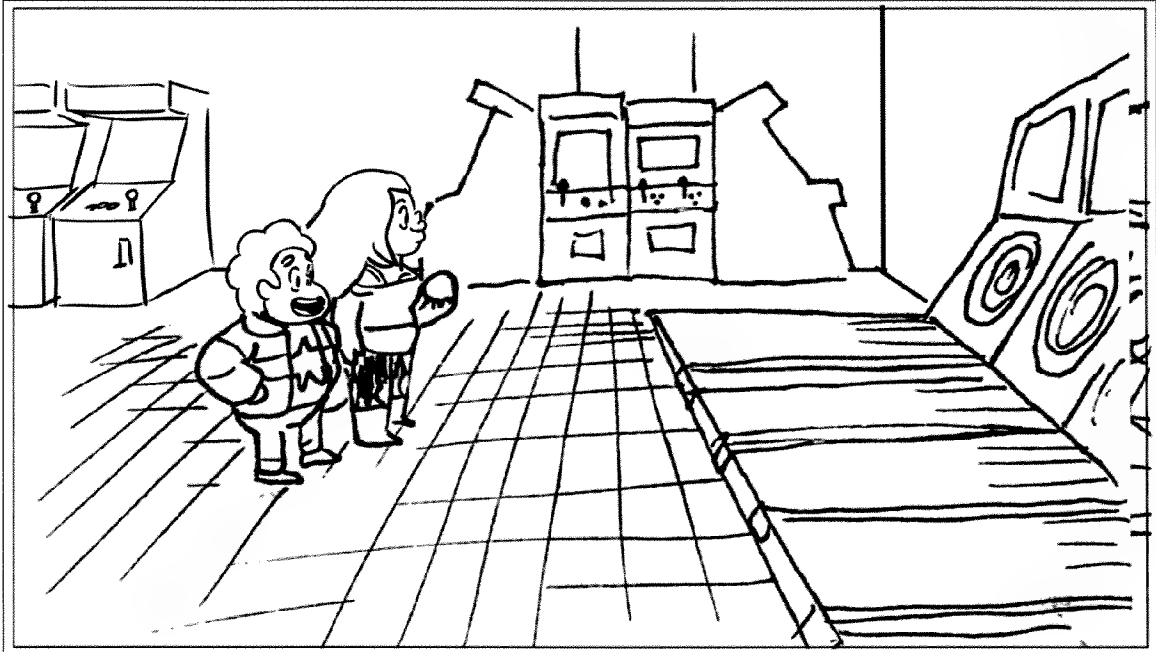
Scene	Panel
58	2



Dialog
STEVEN: THIS

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Scene	Panel
59	1



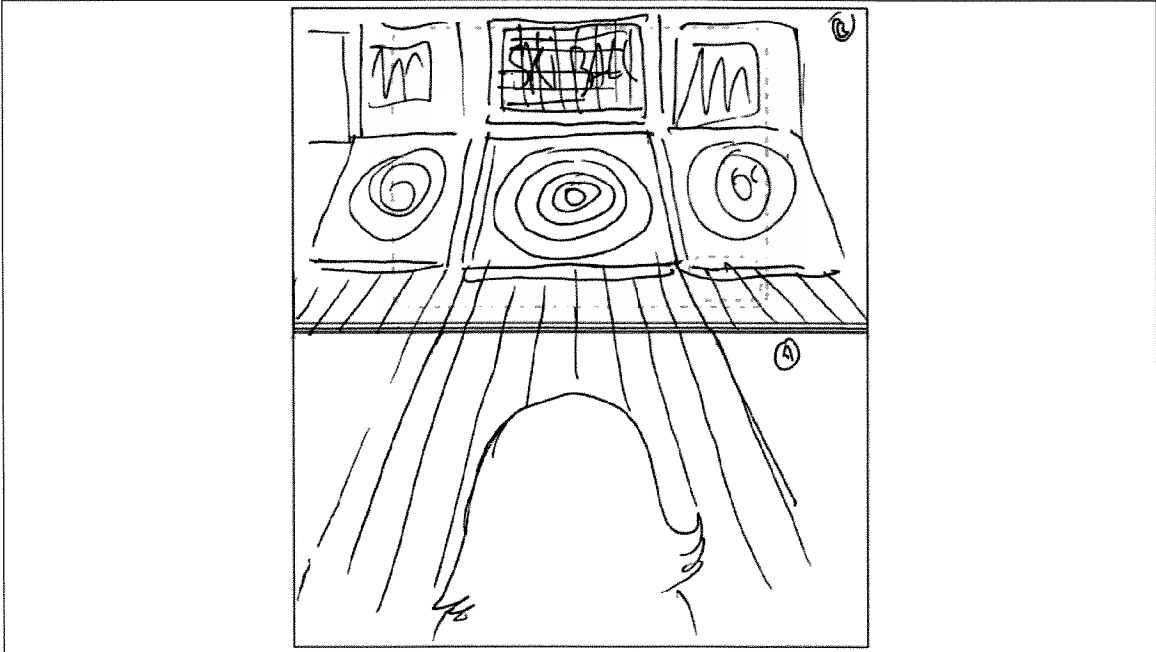
Dialog

STEVEN: IS SKEE-BALL!

Slugging

1.14

Scene	Panel
60	1



Dialog

STEVEN: ROLL THE BALL INTO THE HOLE

Action Notes

Pan up to show targets.

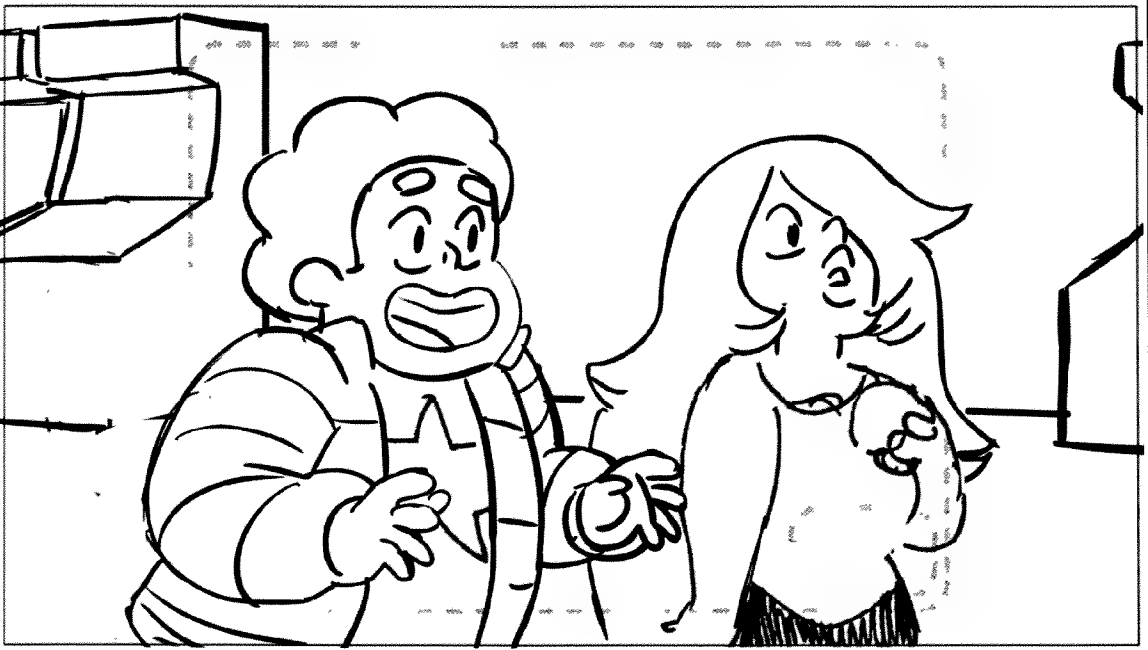
Slugging

ADJ: 1.07

Then HOLD: 0.12

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Scene	Panel
61	1



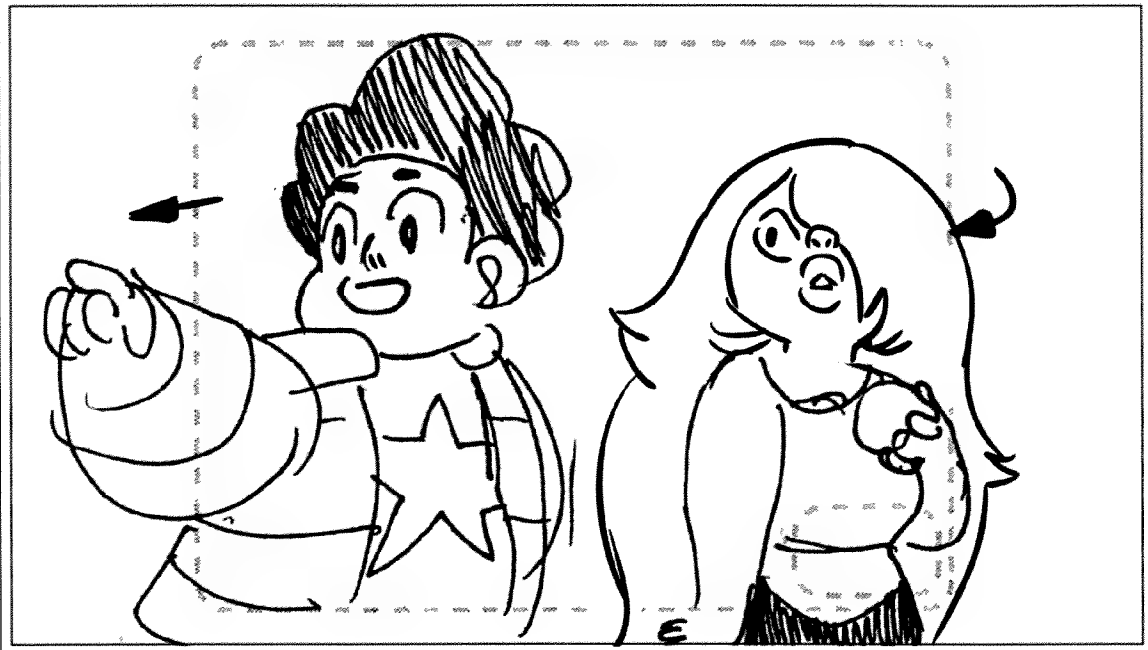
Dialog

STEVEN: AND YOU CAN EVEN WIN TICKETS

Slugging

Panels 1 + 2 = 2.14

Scene	Panel
61	2



Dialog

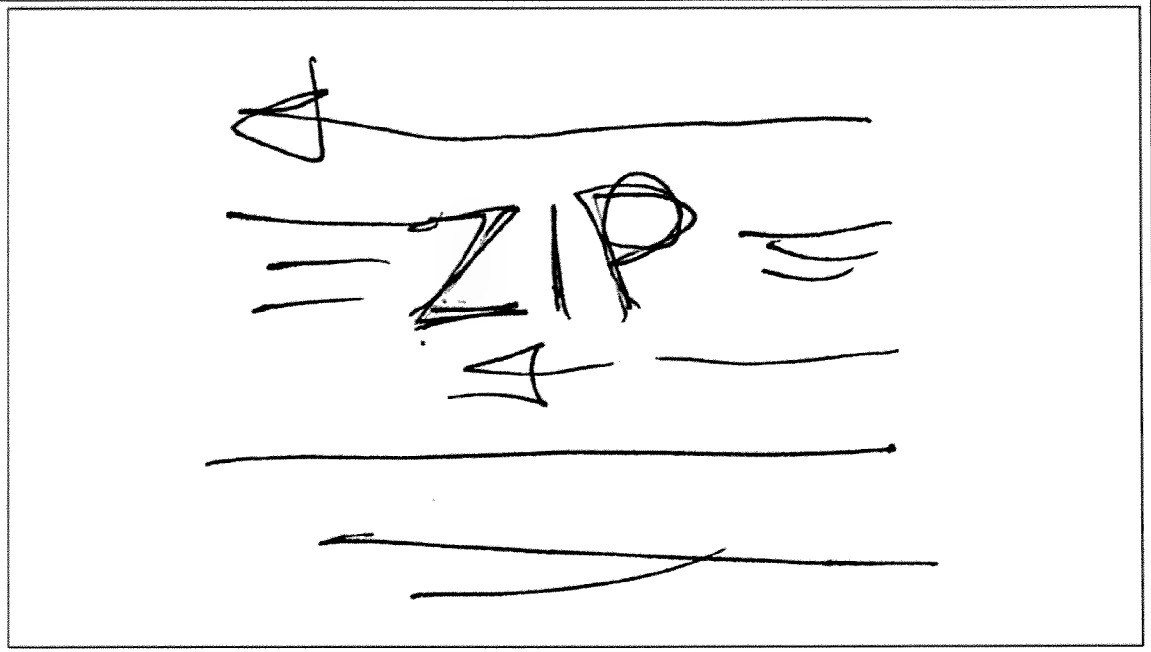
STEVEN: FOR PRIZES!

Action Notes

Steven and Amethyst trun to look off screen.

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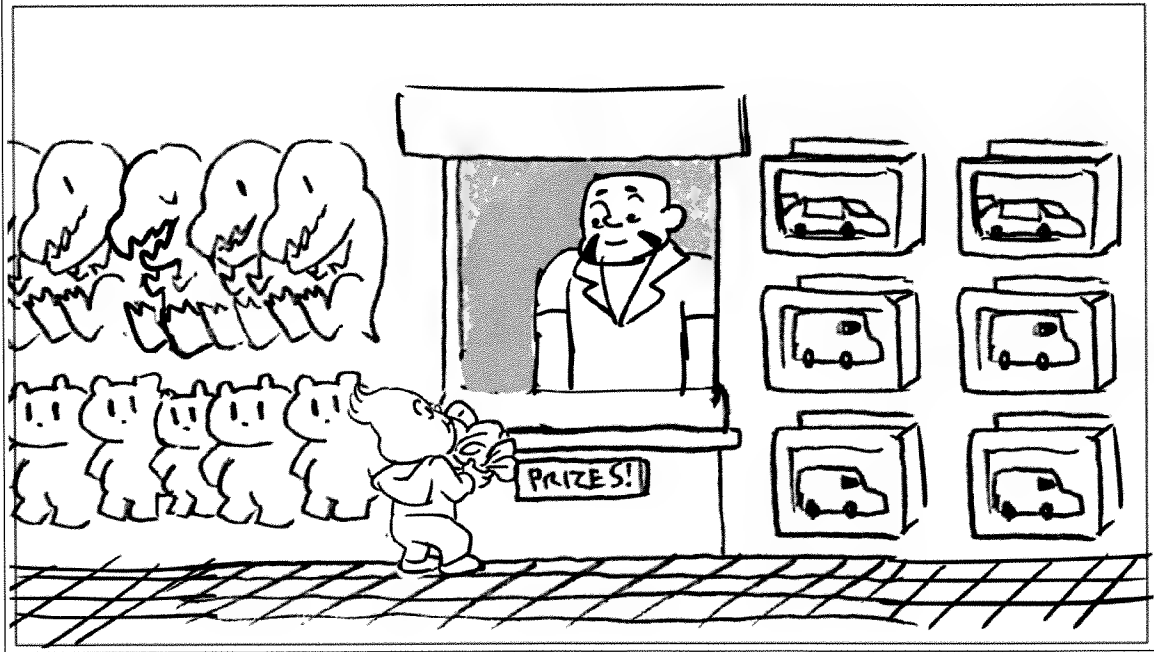
Scene	Panel
62	1



Action Notes
Zip pan left.

Slugging
0.05

Scene	Panel
63	1



Slugging
Panels 1 to 3 = 0.13

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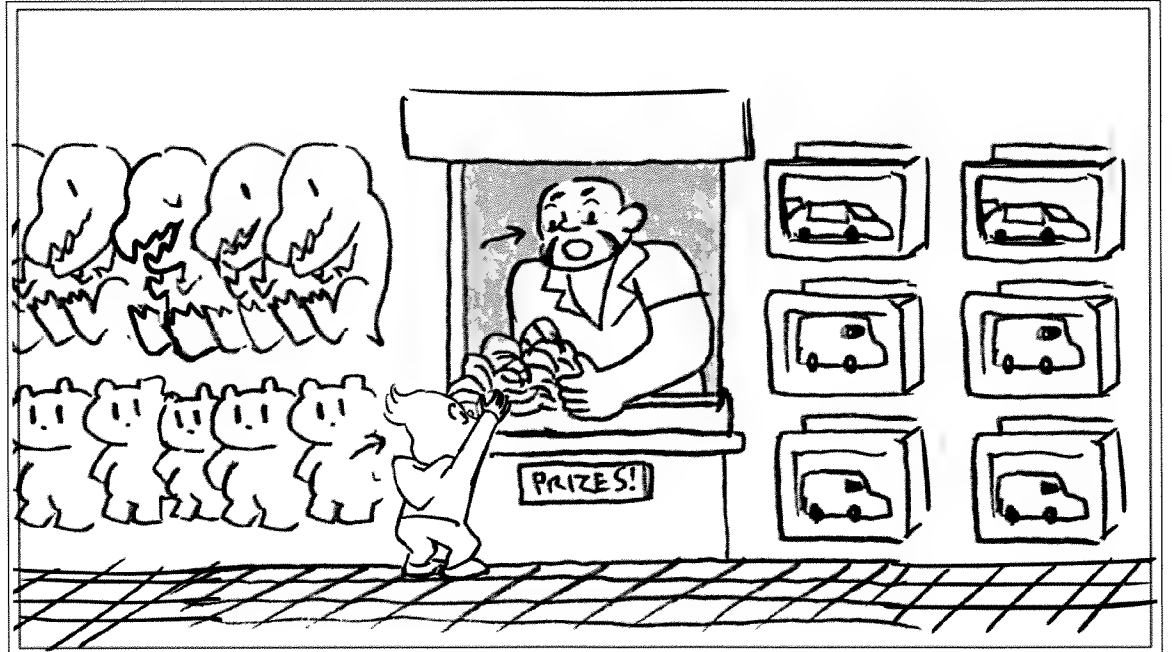
1020-009

Scene 63 Panel 2
cont



Action Notes
Onion hands over tickets.

Scene 63 Panel 3
cont



Action Notes
Smiley takes tickets....

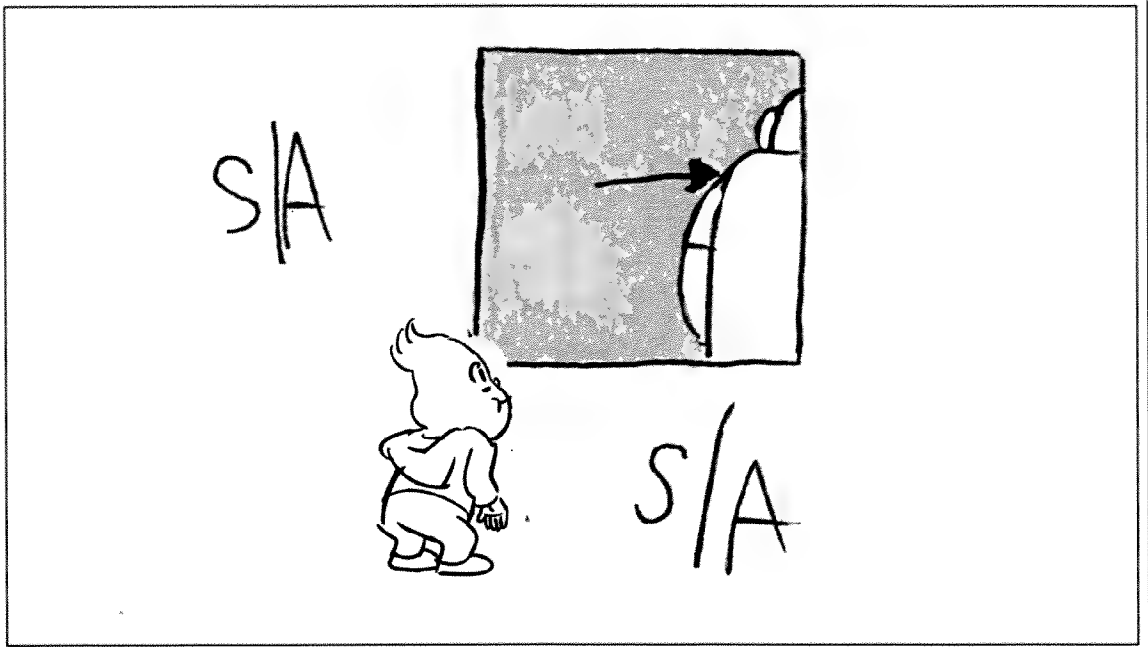
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Scene	Panel
63	<i>cont</i>
	4



Slugging
0.07

Scene	Panel
63	<i>cont</i>
	5



Action Notes
and turns around.

Slugging
0.07

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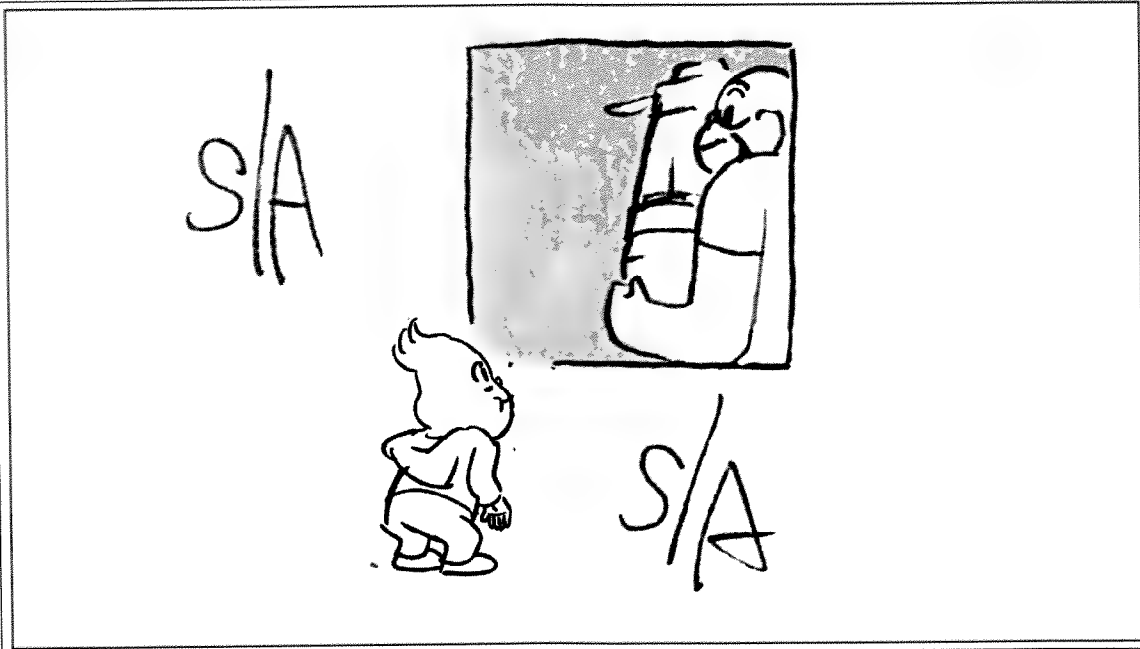
1020:009

1020:009

1020.009

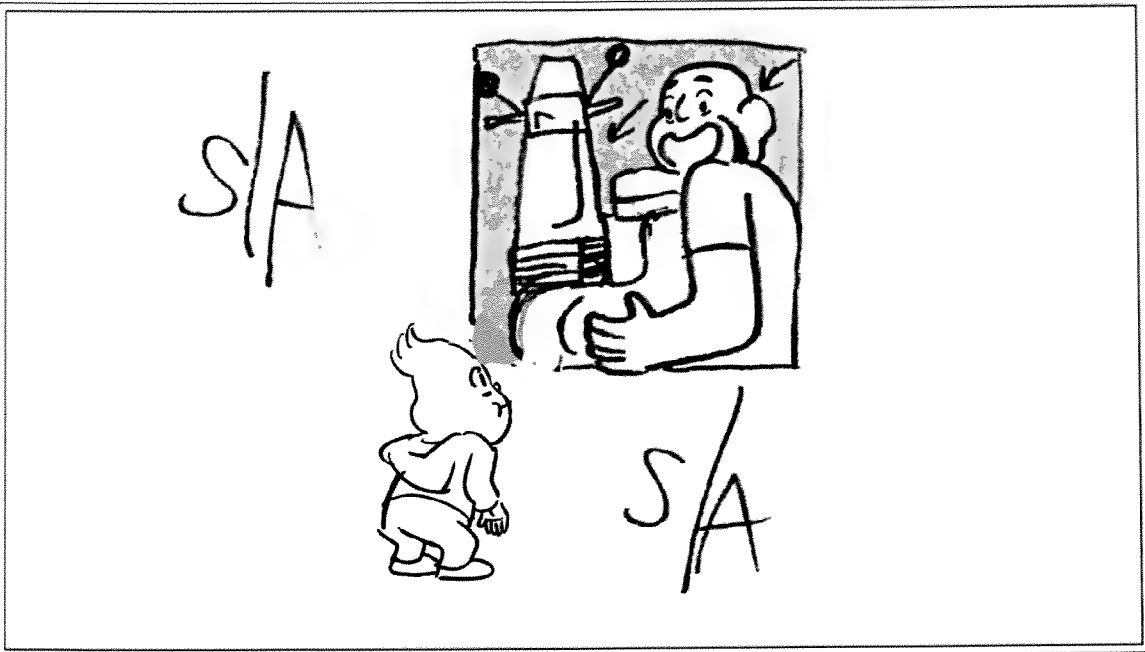
6

Slugging
0.04

Scene	Panel
63	cont 7
	
Slugging 0.08	
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Scene	Panel
63	cont
8	



Dialog

STEVEN: WHOA!

Action Notes

Smiley brings scooter to onion.

Slugging

0.08

Scene	Panel
63	cont
9	



Dialog

STEVEN: WHOA! ONION'S THE TICKET MASTER!

Action Notes

Onion Takes scooter

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Slugging

Panels 9 to 31 = 4.10

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Scene 63 Panel 10



Dialog
STEVEN: WHOA! ONION'S THE TICKET MASTER!

Action Notes
Onion Takes scooter

Scene 63 Panel 11



Dialog
STEVEN: WHOA! ONION'S THE TICKET MASTER!

Action Notes
Onion Takes scooter

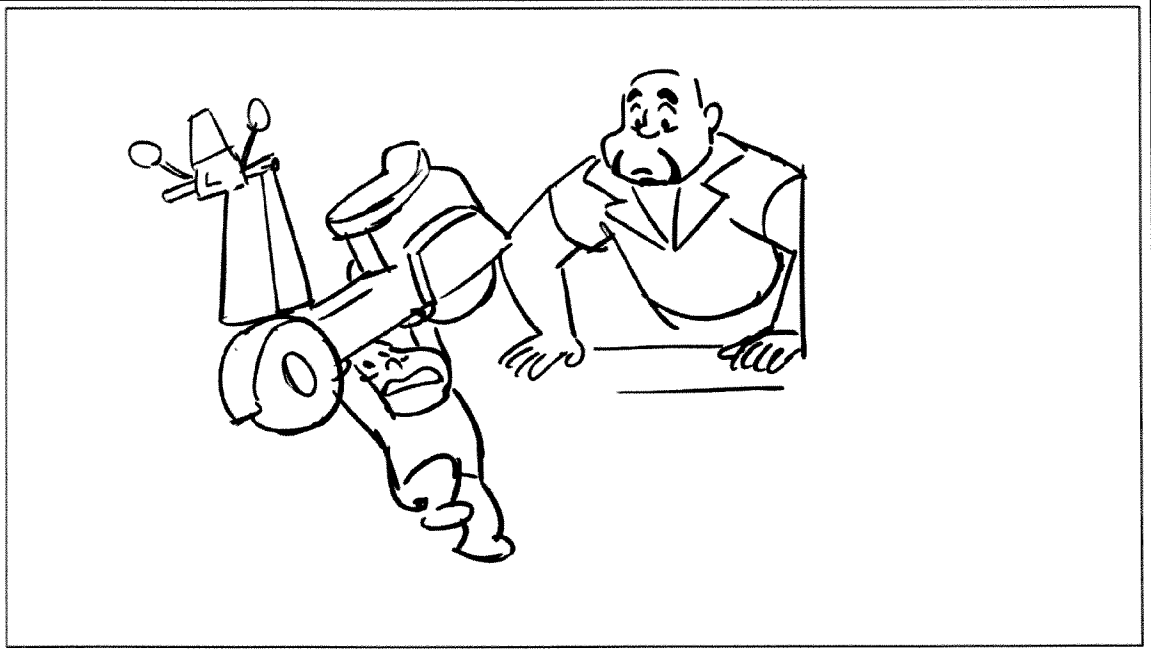
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1020-009

1020-009

Scene	Panel
63	12



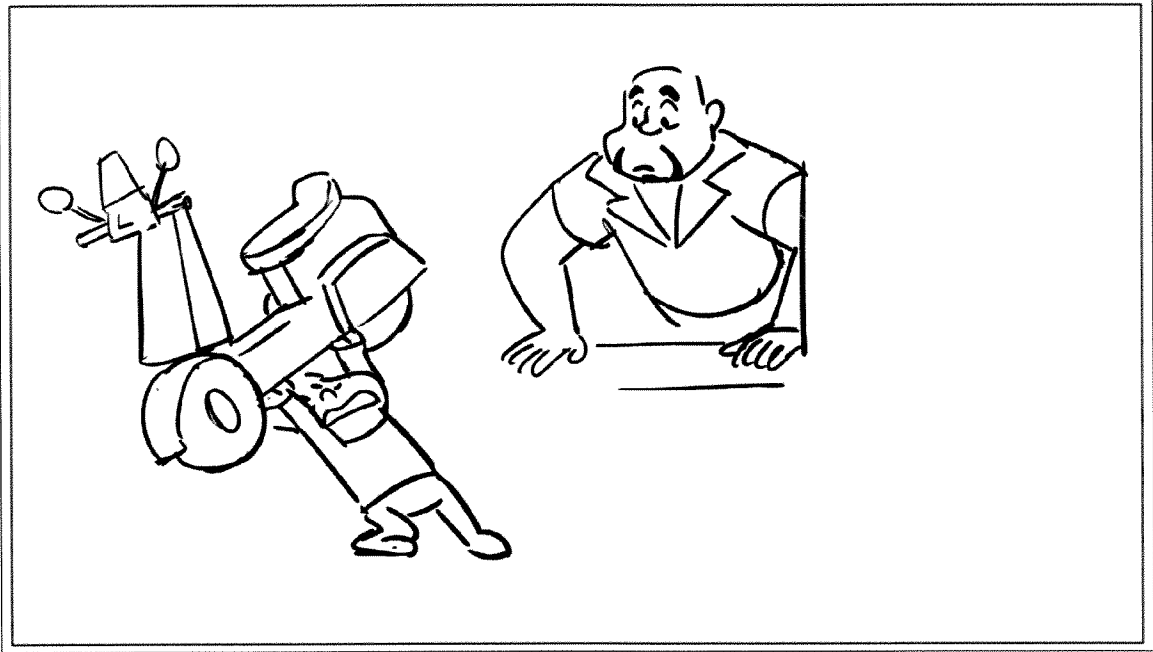
Dialog

STEVEN: WHOA! ONION'S THE TICKET MASTER!

Action Notes

Onion cant hold scooter

Scene	Panel
63	13



Dialog

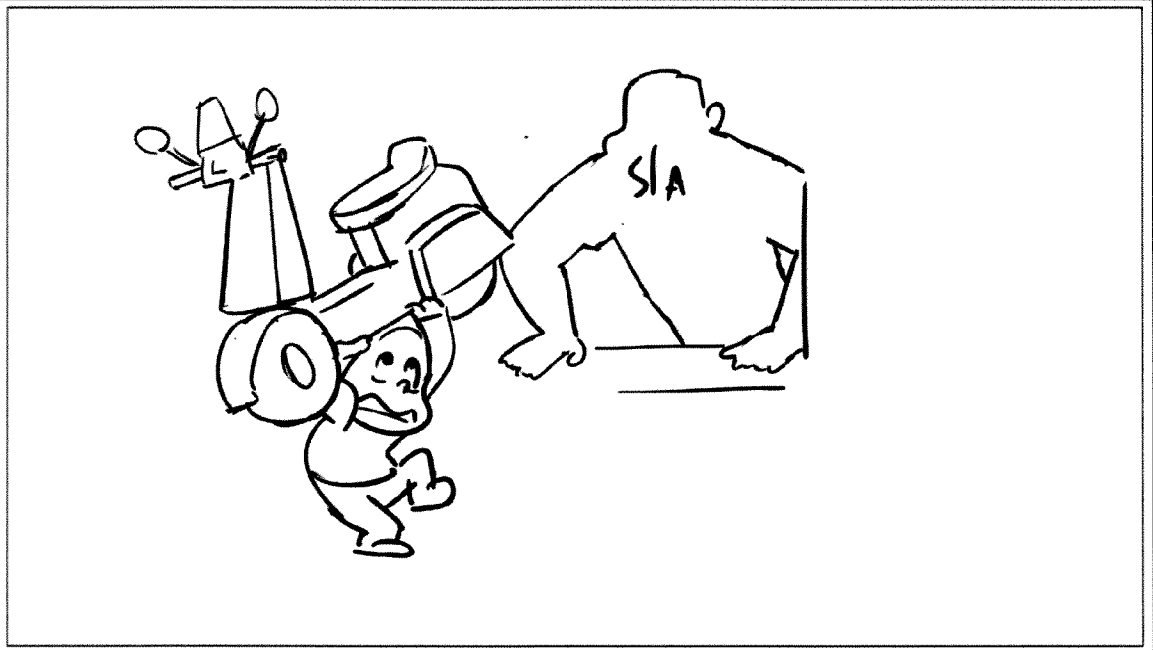
STEVEN: WHOA! ONION'S THE TICKET MASTER!

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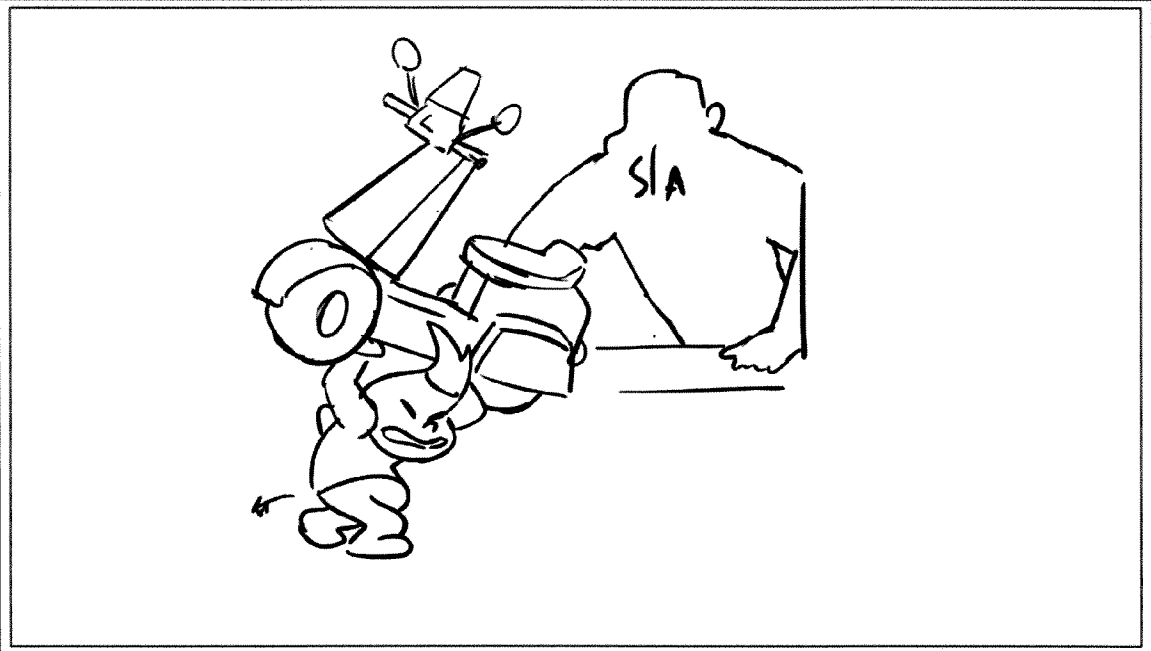
Scene	Panel
63	14



Dialog

STEVEN: WHOA! ONION'S THE TICKET MASTER!

Scene	Panel
63	15



Dialog

STEVEN: WHOA! ONION'S THE TICKET MASTER!

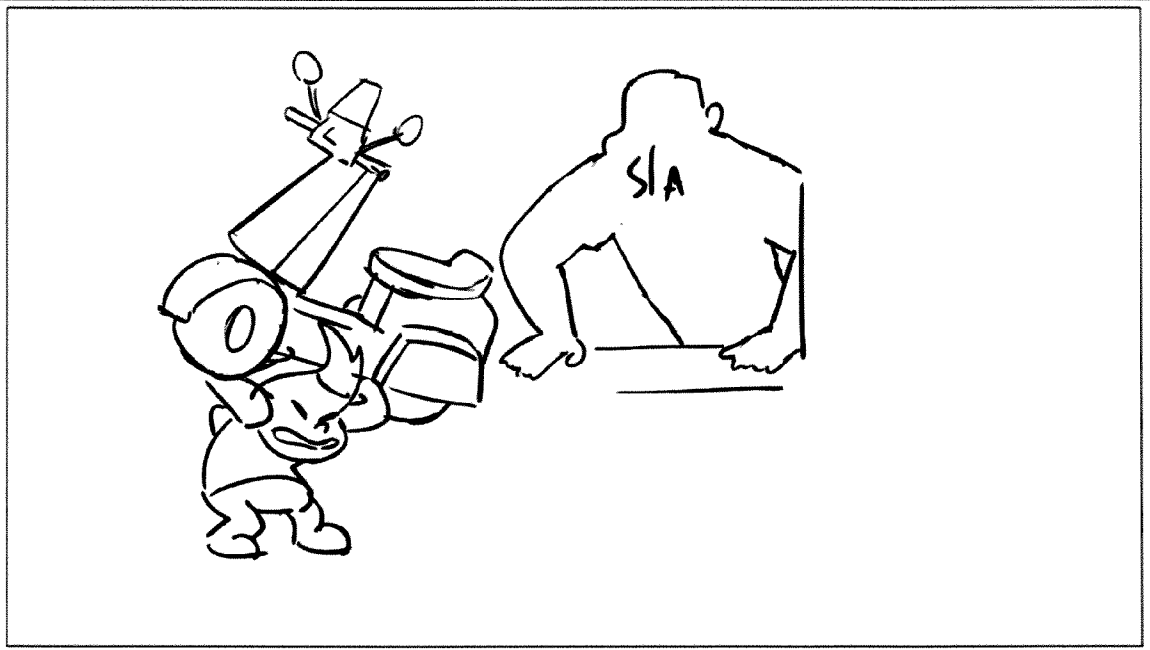
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1020.009

1020.009

NO PGS 156-157

Scene	Panel
63	16



Dialog

STEVEN: WHOA! ONION'S THE TICKET MASTER!

Scene	Panel
63	17

D:

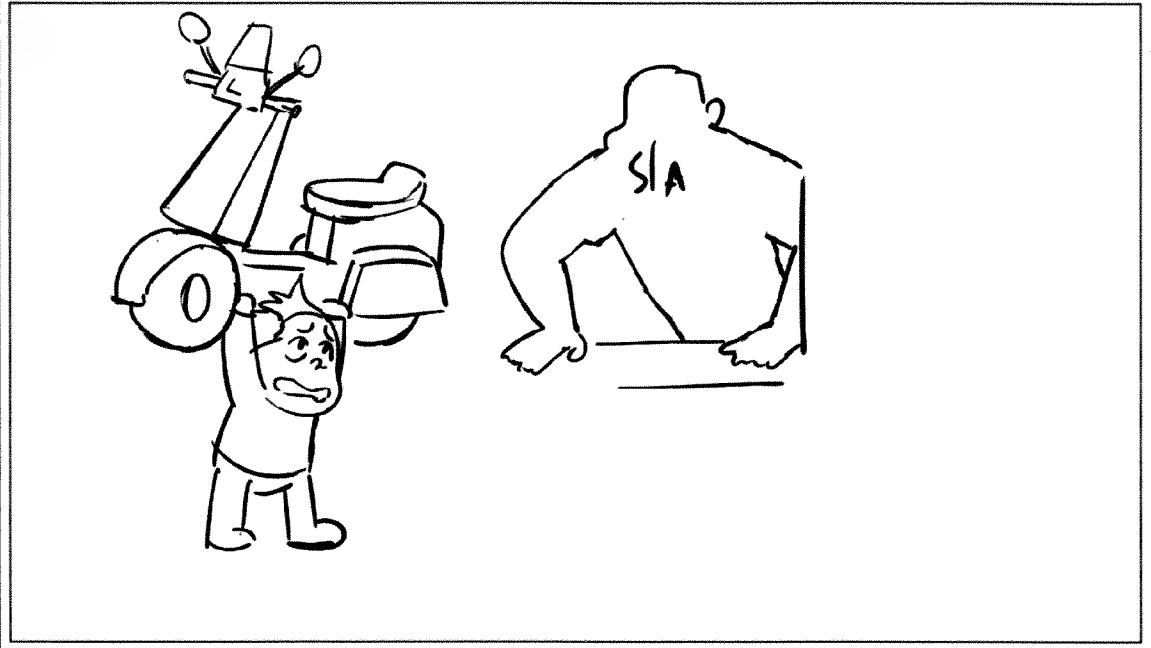
S:

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1020.009

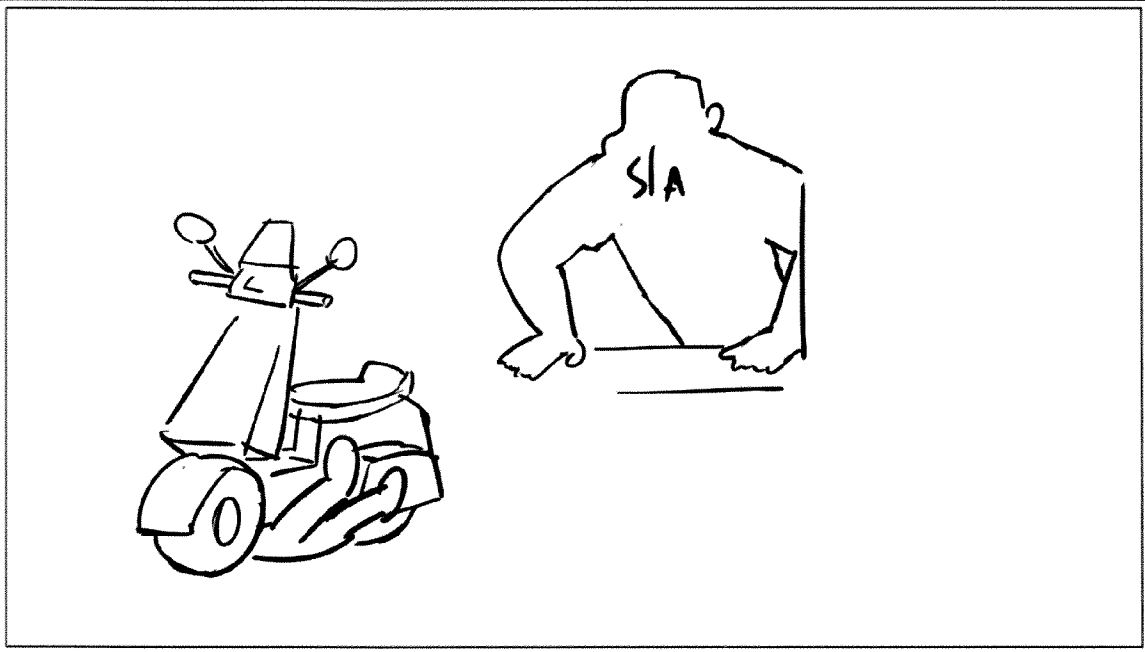
1020.0701

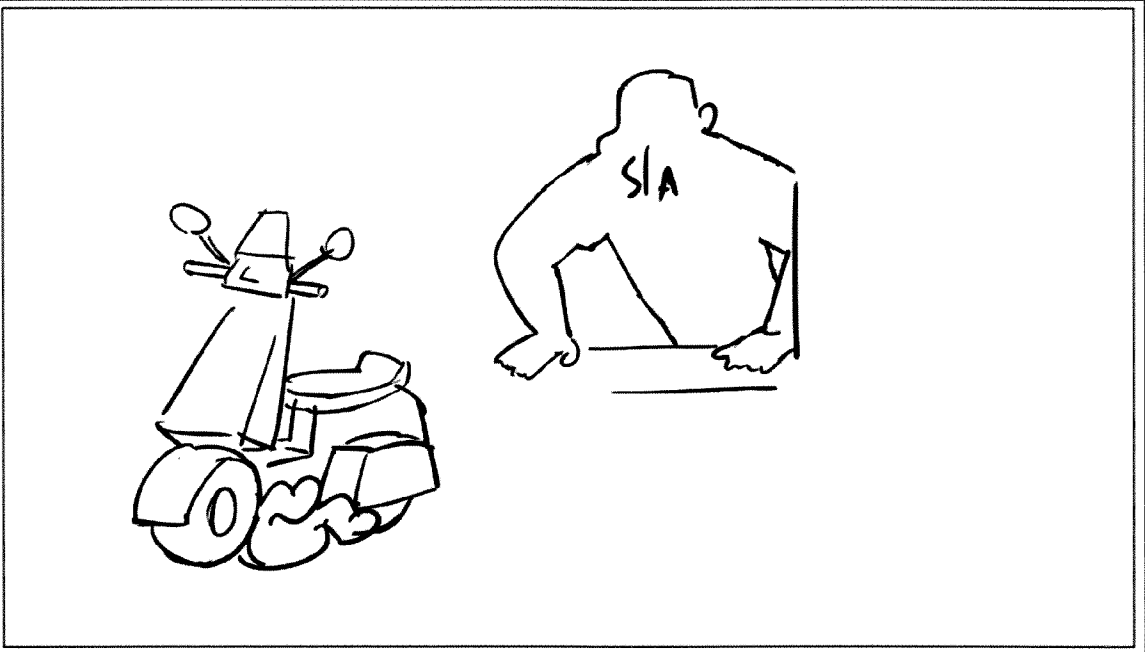
Scene	Panel
STEVEN: WHOA! ONION'S THE TICKET MASTER!	

Scene	Panel
63	cont 23
	
Dialog	
STEVEN: WHOA! ONION'S THE TICKET MASTER!	
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1020-009

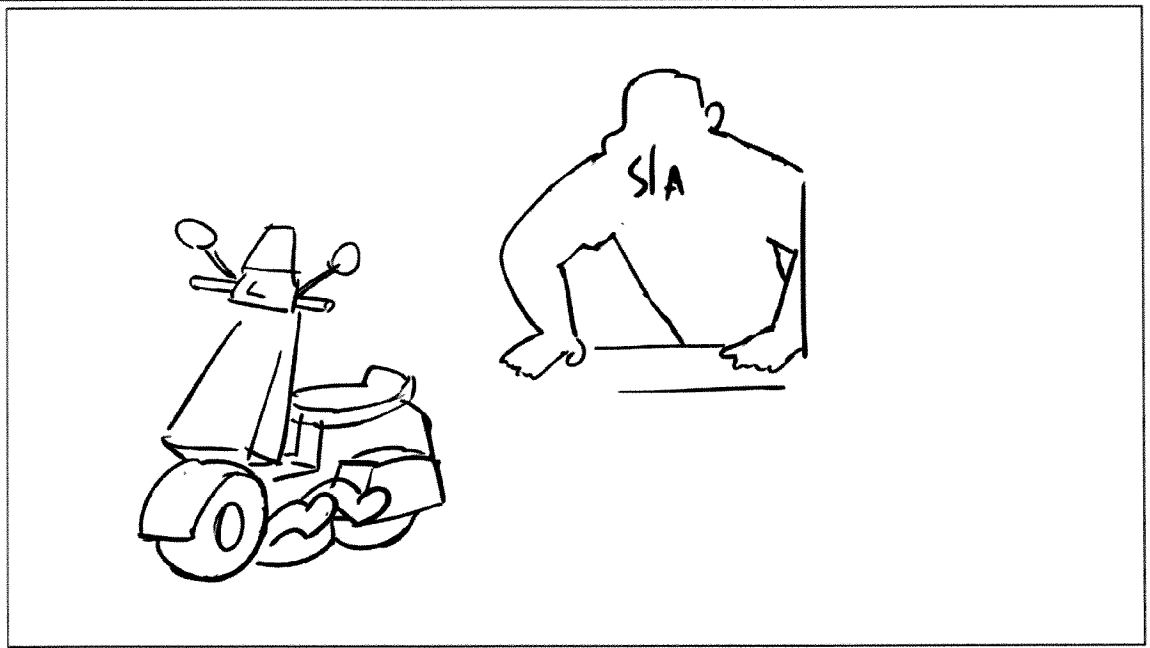
Scene	Panel
63	<i>cont</i> 24
	
<p>Dialog</p> <p>STEVEN: WHOA! ONION'S THE TICKET MASTER!</p>	
<p>Action Notes</p> <p>Scooter lands ontop of onion.</p>	

Scene	Panel
63	<i>cont</i> 25
	
<p>Dialog</p> <p>STEVEN: WHOA! ONION'S THE TICKET MASTER!</p>	
<p>JUN 17 2013</p>	

1020.000

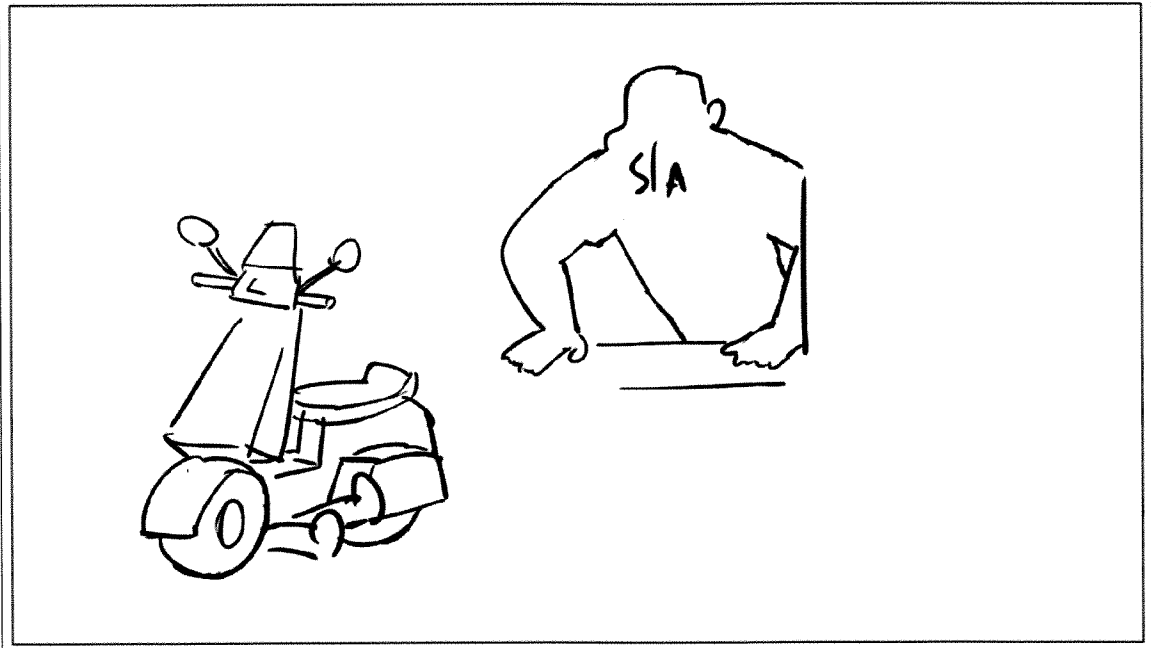
1020.009

Scene	Panel
63	<i>cont</i> 26



Dialog
STEVEN: WHOA! ONION'S THE TICKET MASTER!

Scene	Panel
63	<i>cont</i> 27



Dialog
STEVEN: WHOA! ONION'S THE TICKET MASTER!

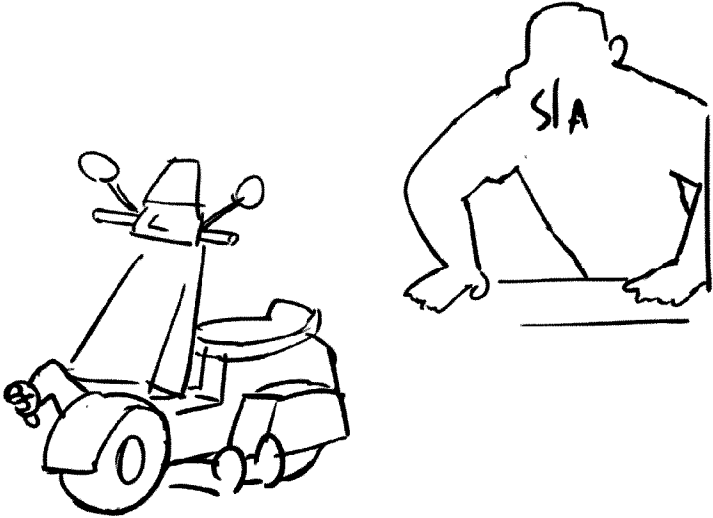
JUN 17 2013

1020.009

1020.009

NO PG-162

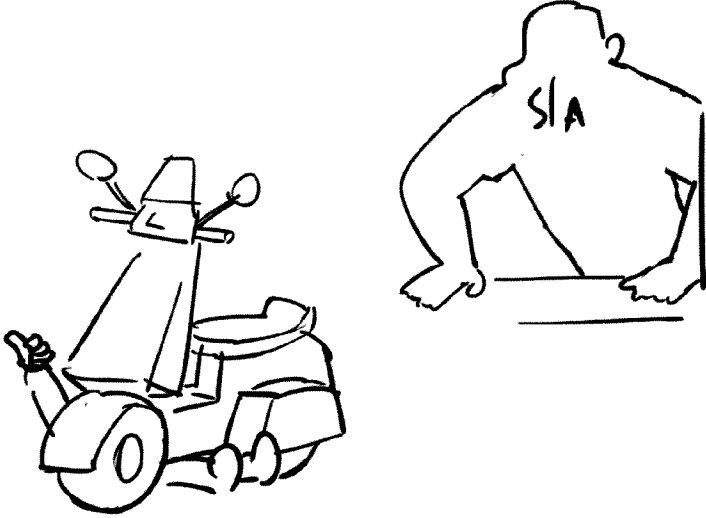
Scene	Panel
63	cont 28



Dialog

STEVEN: WHOA! ONION'S THE TICKET MASTER!

Scene	Panel
63	cont 29



Dialog

STEVEN: WHOA! ONION'S THE TICKET MASTER!

Action Notes

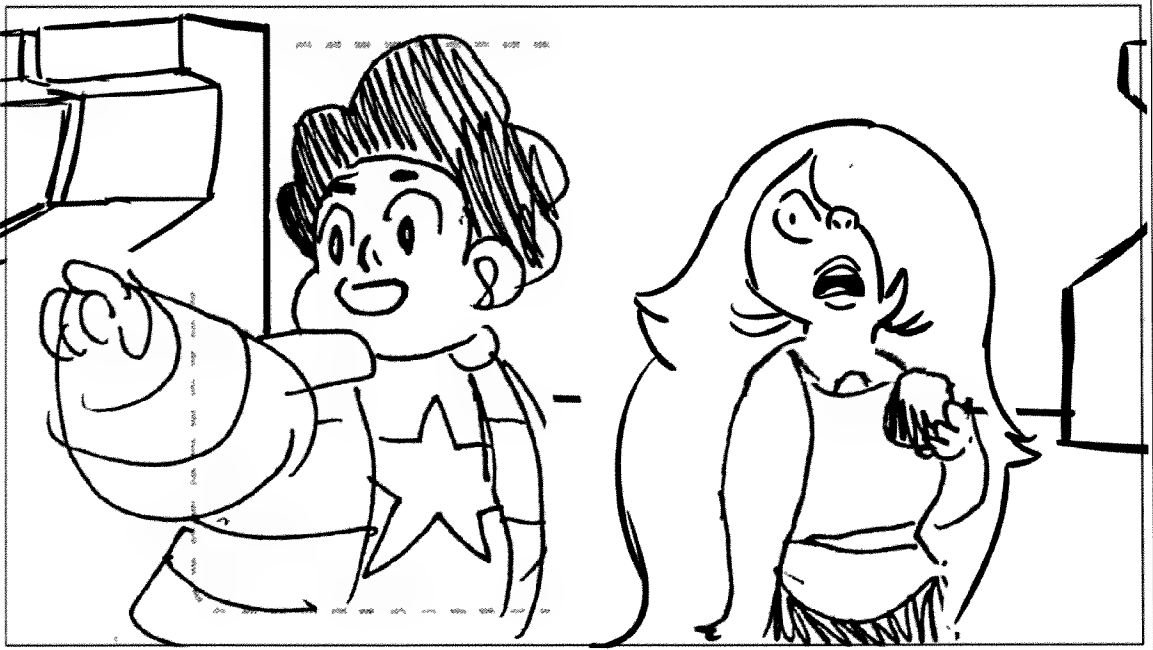
Onion gives thumbs up.

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1020.009

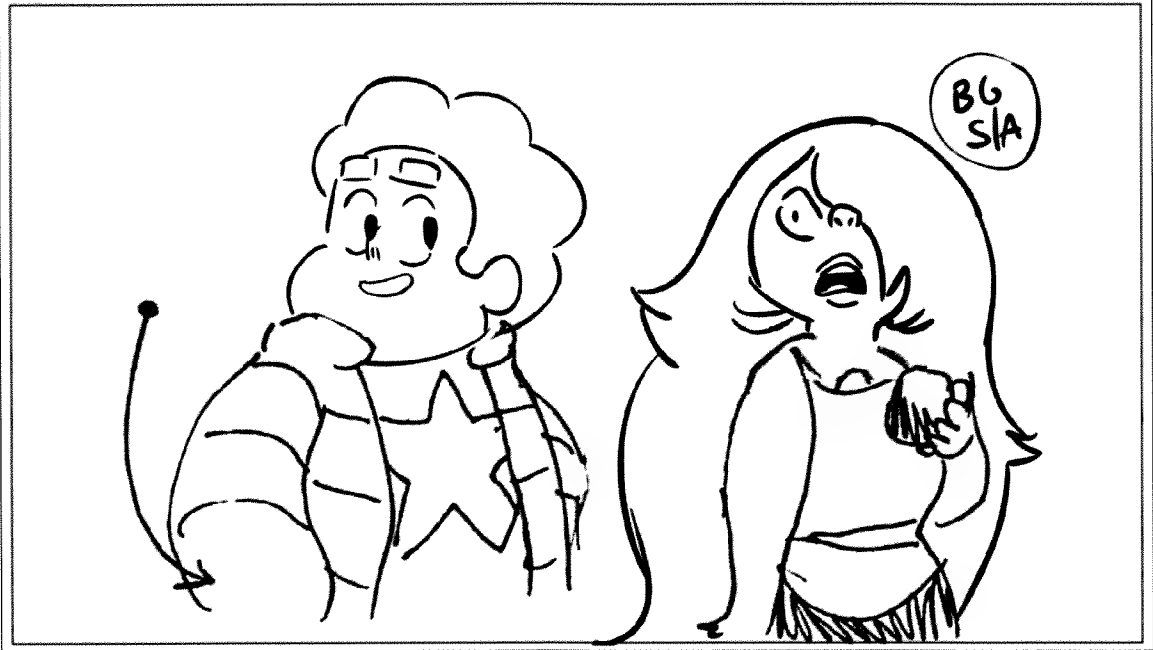
Scene	Panel
64	1



Dialog
AMETHYST: COOOL.

Slugging
Panels 1 +2 = 2.05

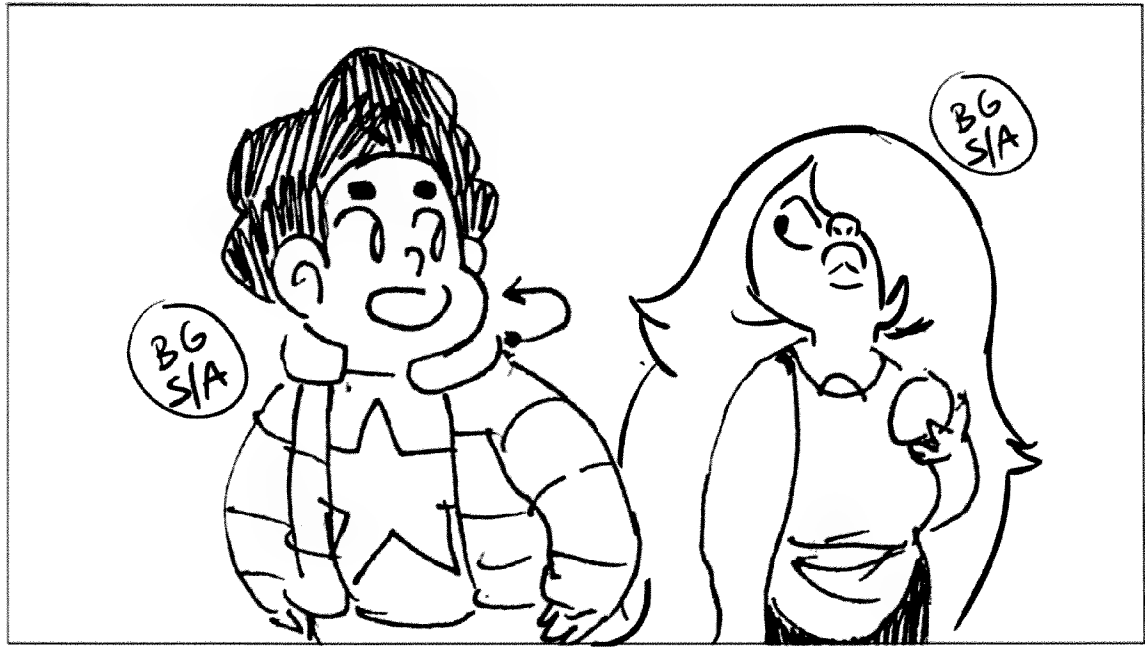
Scene	Panel
64	2



Dialog
AMETHYST: COOOL.

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Scene	Panel
64	cont
	3



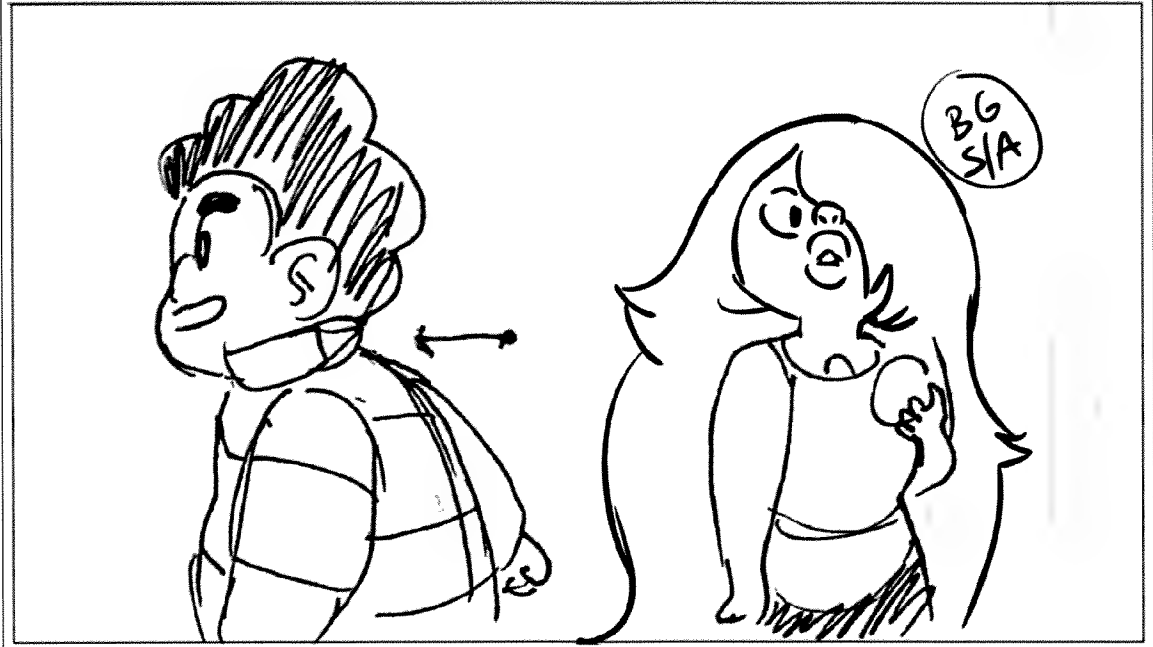
Dialog

STEVEN: ALRIGHT, GOOD LUCK!

Slugging

2.02

Scene	Panel
64	cont
	4



Slugging

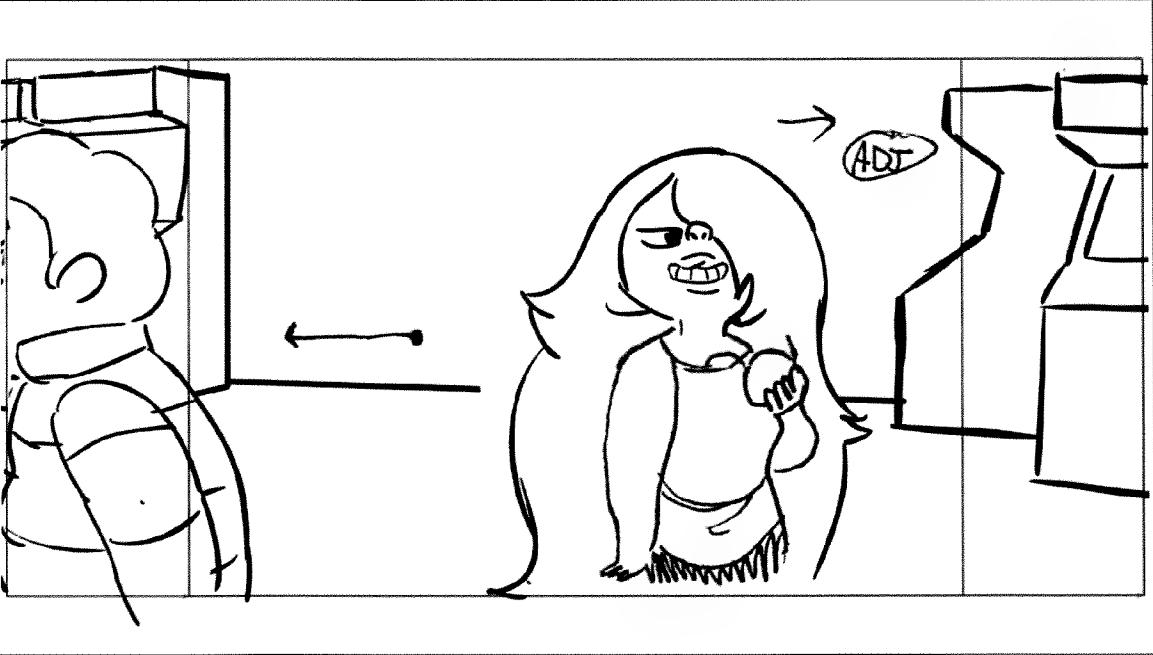
0.14

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1020-009

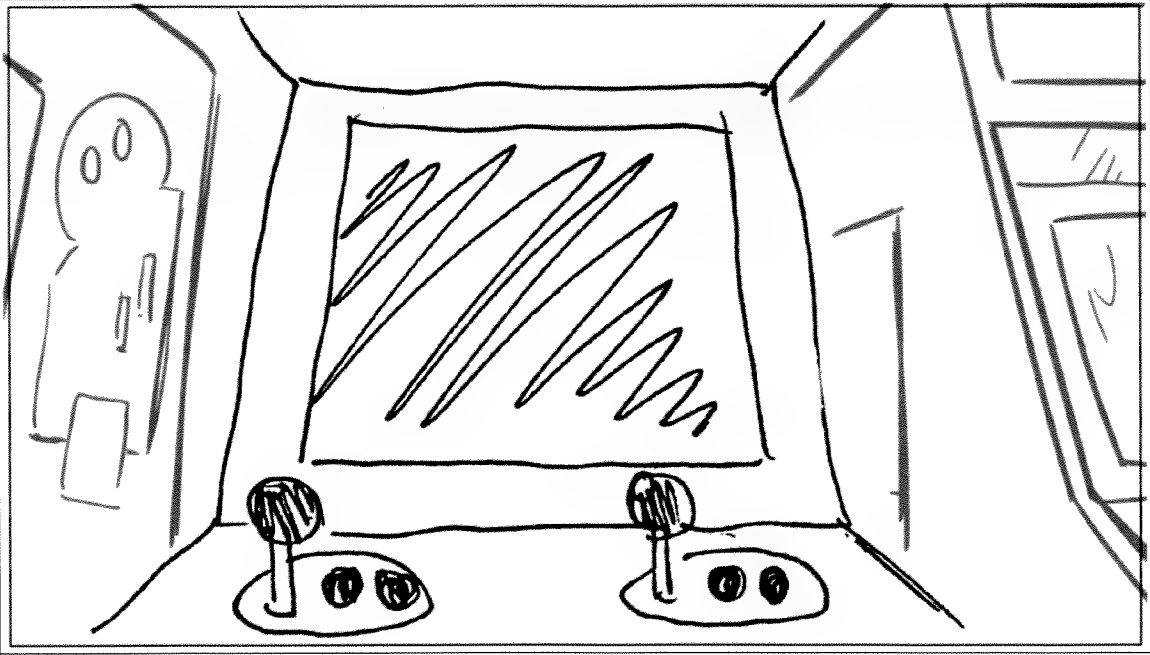
Scene	Panel
64	5



Action Notes
Adjust camera right as Steven walks o.s.

Slugging
ADJ: 0.08
Then HOLD: 1.08

Scene	Panel
65	1



Slugging
0.12

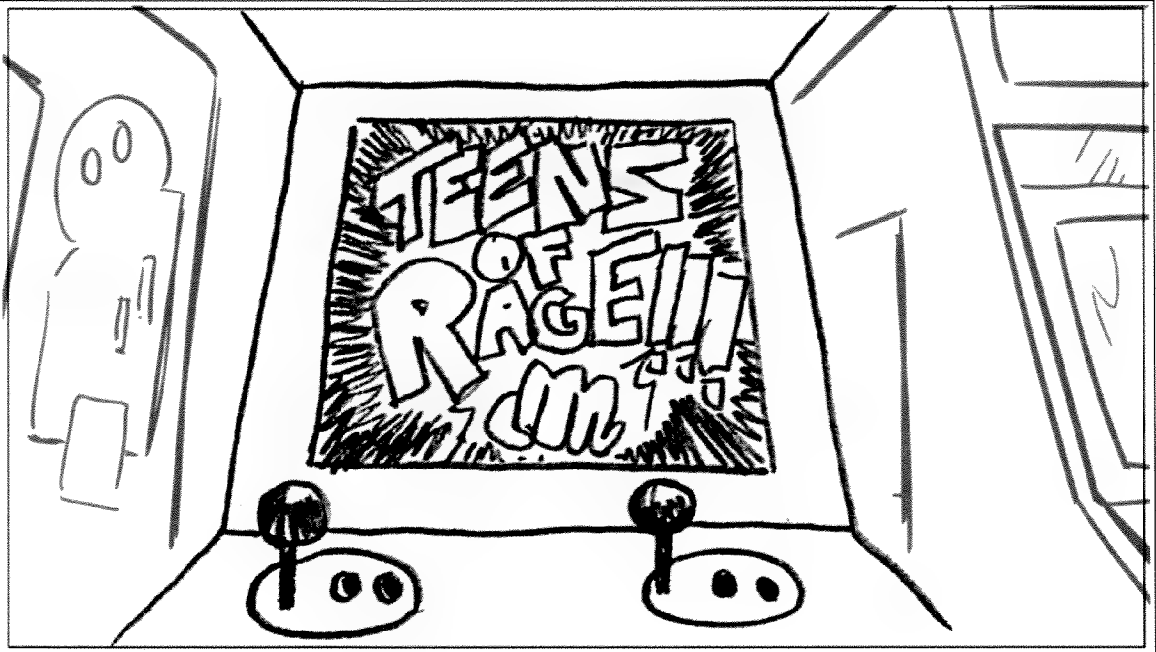
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1020.009

1020.009

1020.009

Scene	Panel
65	cont2



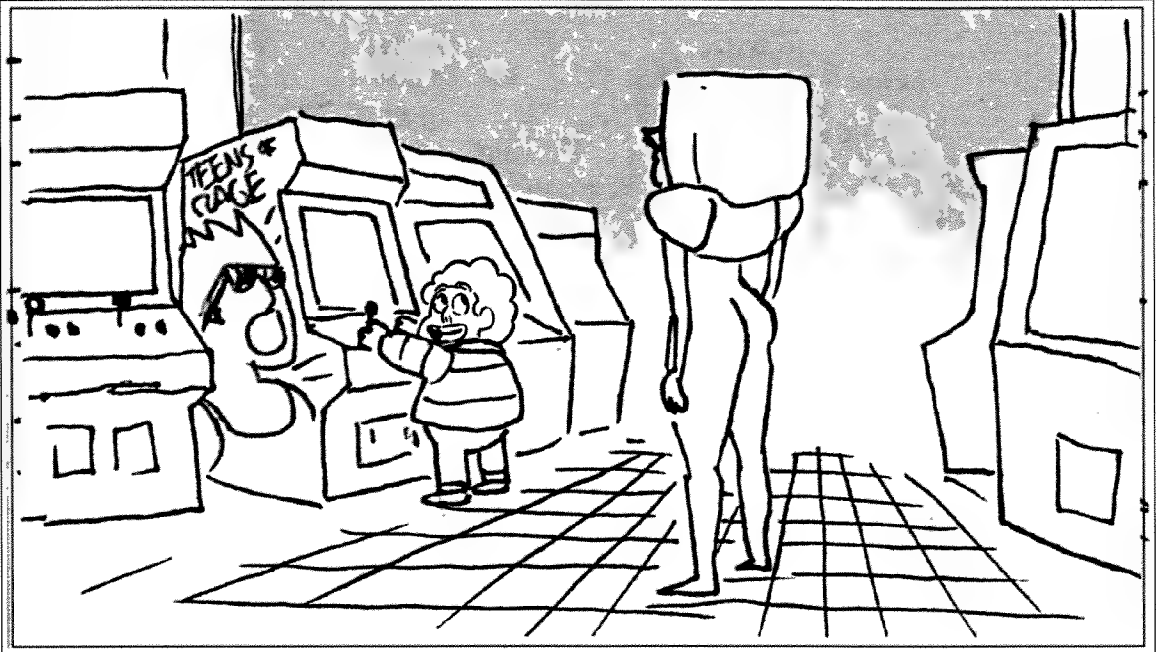
Dialog

GAME: TEENS OF RAGE!!!

Slugging

3.07

Scene	Panel
66	1



Dialog

STEVEN: GARNET, THIS GAME IS PERFECT FOR YOU!

Slugging

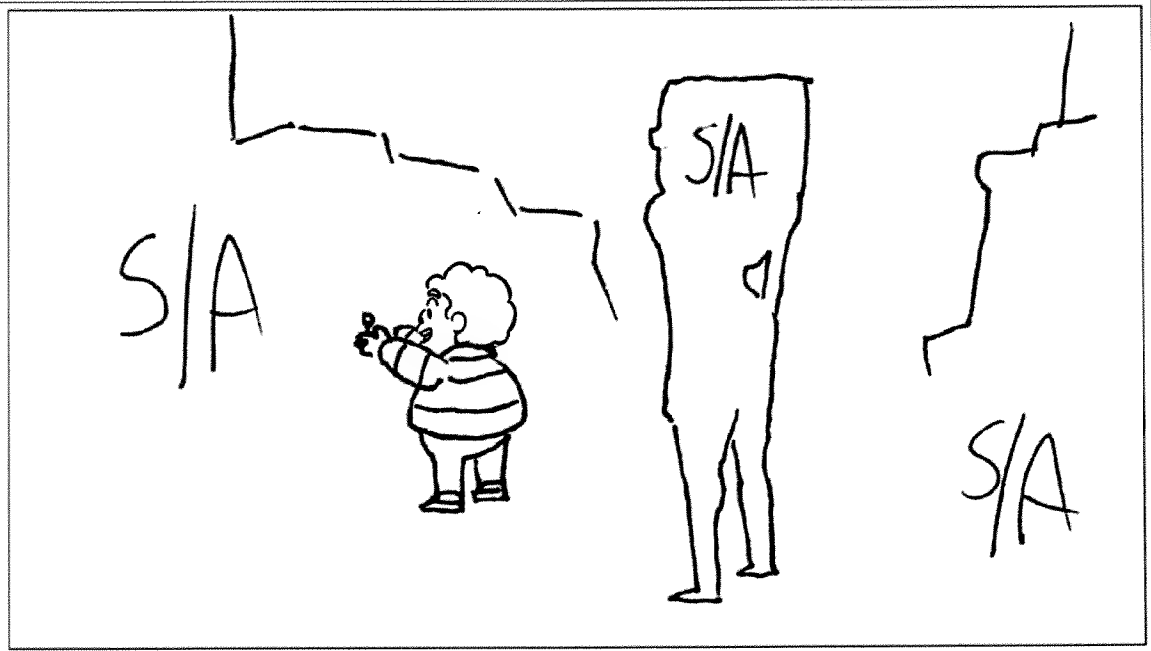
2.08

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1020.009

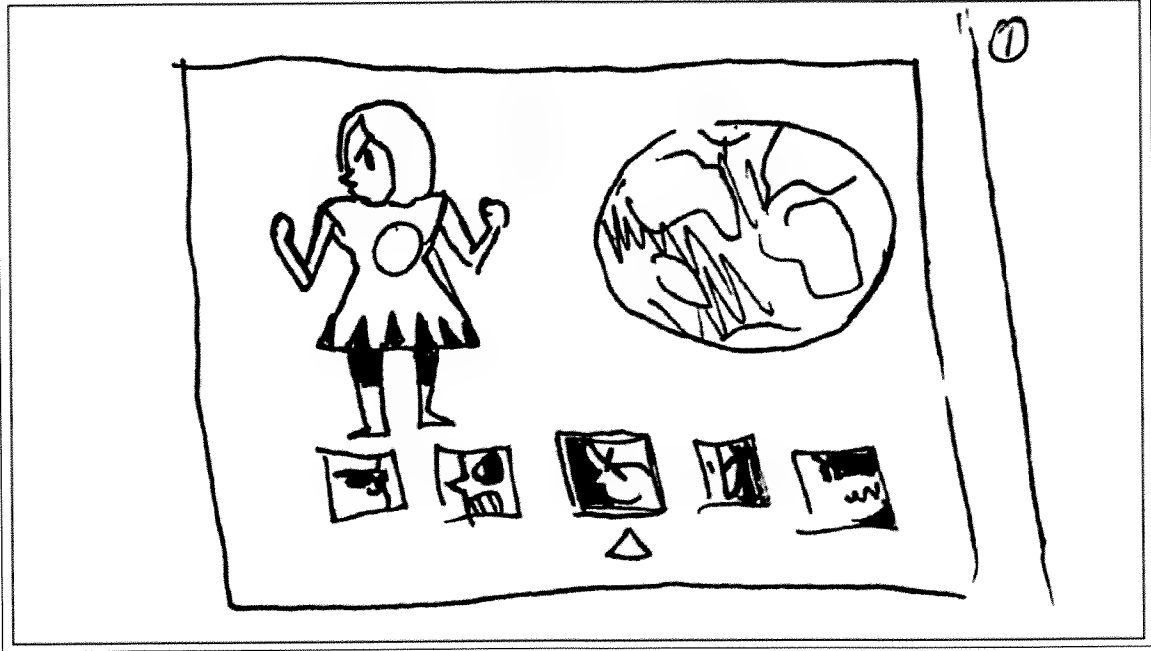
1020.009

Scene	Panel
66	CONT 2



Slugging
0.12

Scene	Panel
67	1



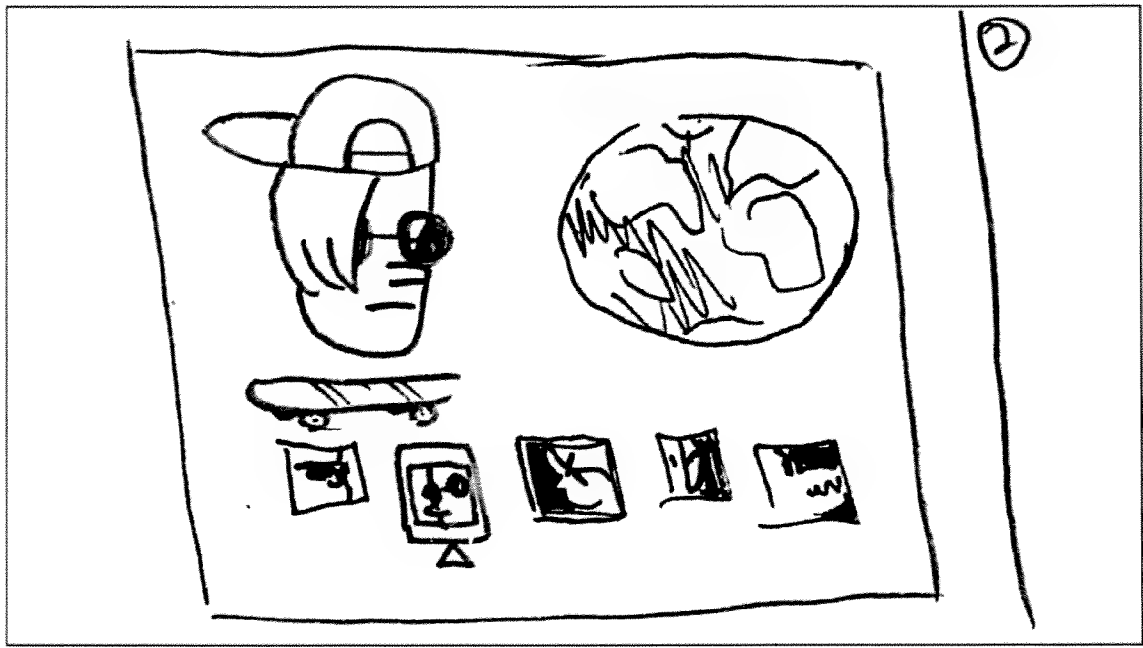
Dialog
STEVEN: YOU SEEM

Action Notes
Arrow goes from right to left on game screen, selecting through
video game characters

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Slugging
0.11

Scene	Panel	
	67	CONT
		2



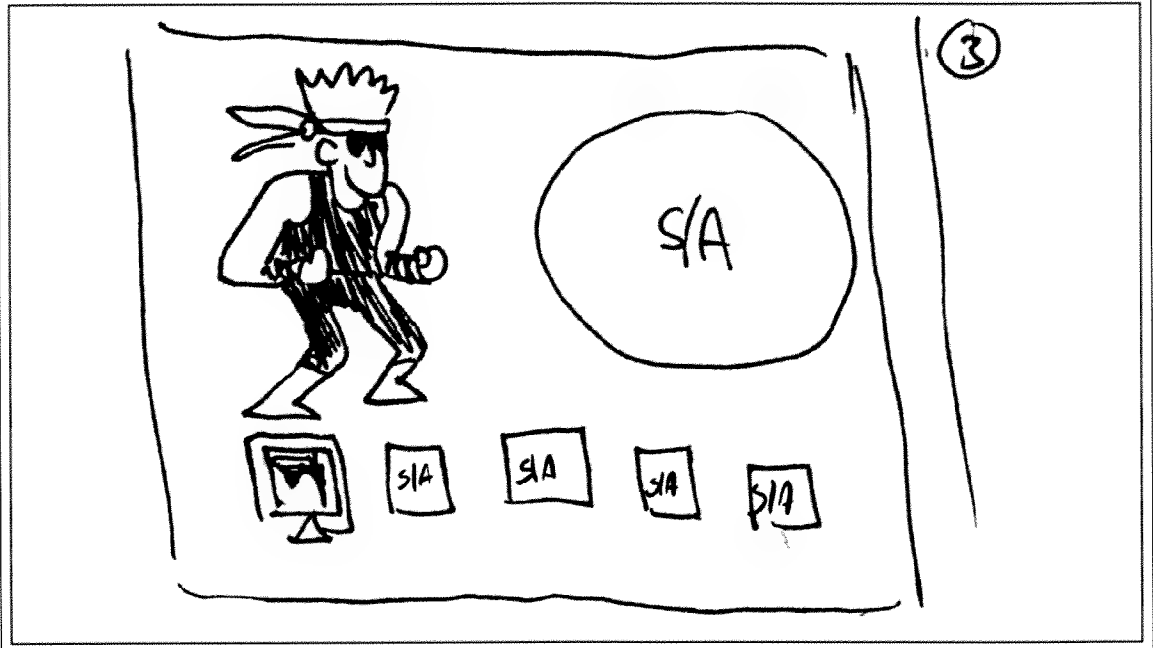
Dialog

STEVEN: LIKE A

Slugging

1.00

Scene	Panel	
	67	CONT
		3



Dialog

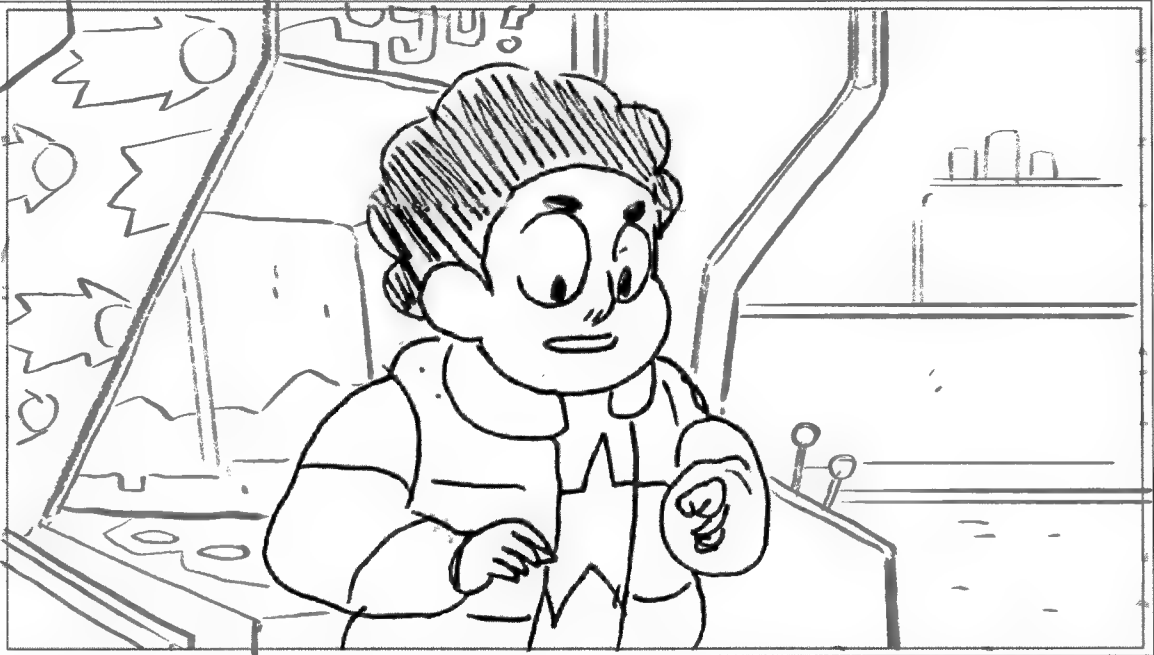
STEVEN: JOE ROCK KINDA GAL.

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Slugging

3.04

Scene	Panel
68	1



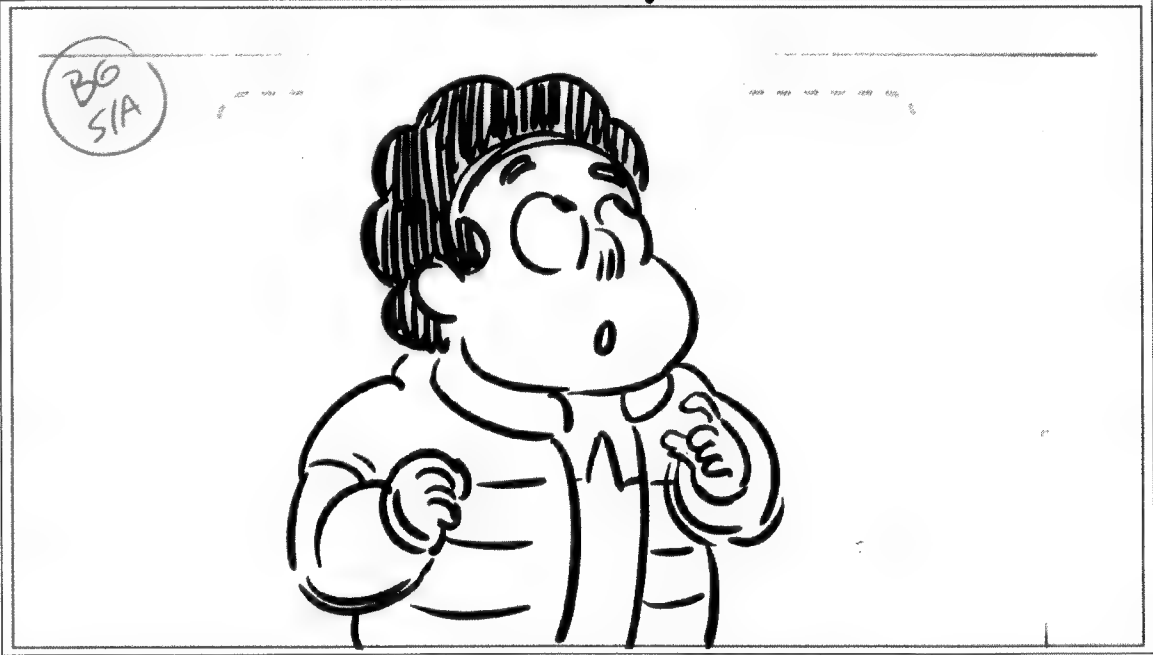
Dialog

STEVEN: HIS SPECIAL MOVE

Slugging

Panels 1 to 4 = 3.14

Scene	Panel
68	2



Dialog

STEVEN: IS


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1020.009

1020.009

Scene	Panel
68	<i>cont</i> 3

BG SIA



Dialog

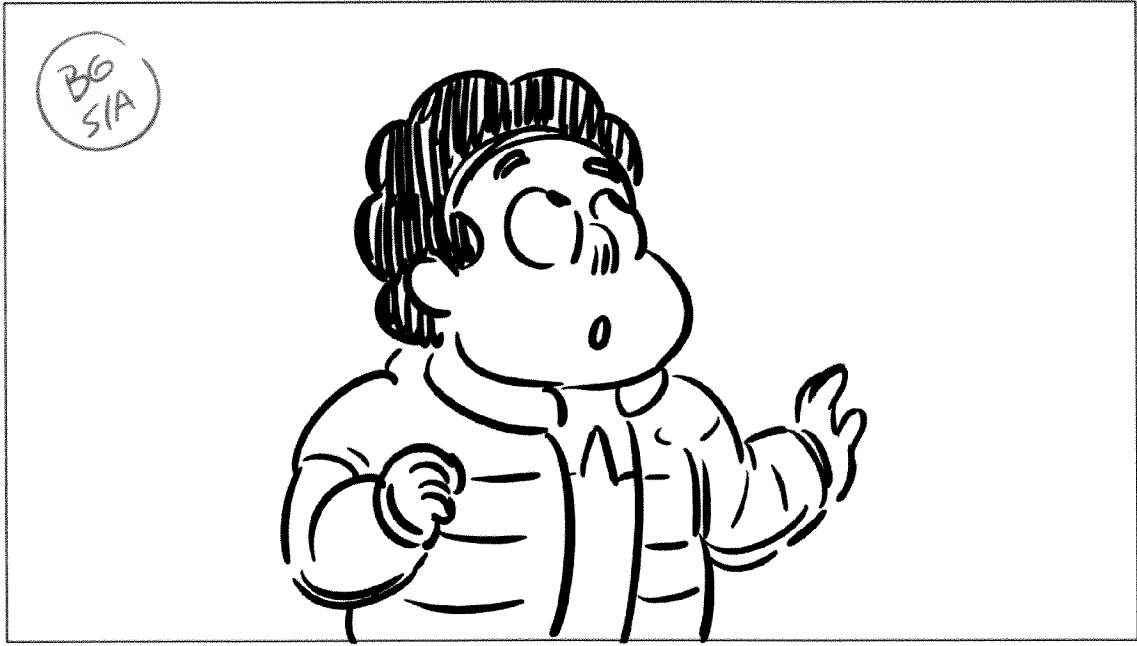
STEVEN: FOR-

Action Notes

STEVEN acts out video game moves

Scene	Panel
68	<i>cont</i> 4

BG SIA



Dialog

STEVEN: -WARD,

JUN 17 2013

1020.009

1020.009

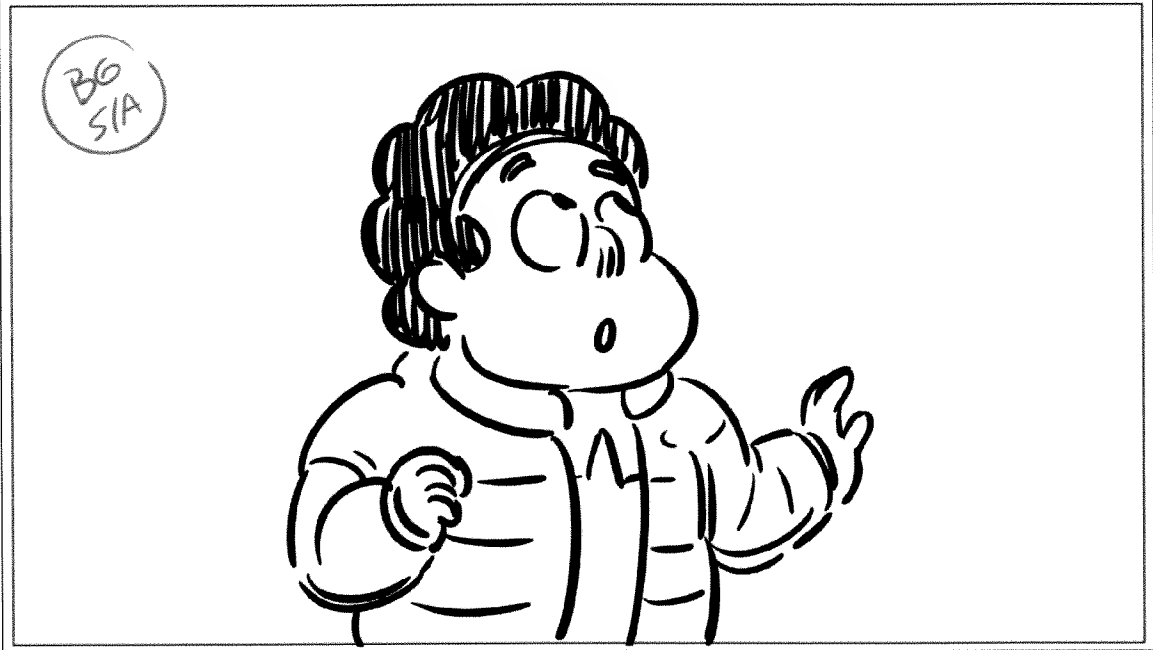
Scene	Panel
68	<i>cont</i> 5



Dialog
STEVEN: FOR-

Slugging
5 to 8 = 2.12

Scene	Panel
68	<i>cont</i> 6



Dialog
STEVEN: -WARD,

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1020:009

1020.009

Scene	Panel
68	<i>cont</i> 7



Dialog
STEVEN: BACK,

Scene	Panel
68	<i>cont</i> 8



Dialog
STEVEN: TOP-TOWARDS

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1020.009

1020.009

Scene	Panel
68	<i>CONT</i> 9



Dialog

STEVEN: HALF-CIRCLE

Slugging

9 to 11 = 4.00

Scene	Panel
68	<i>CONT</i> 10



Dialog

STEVEN: MEDIUM

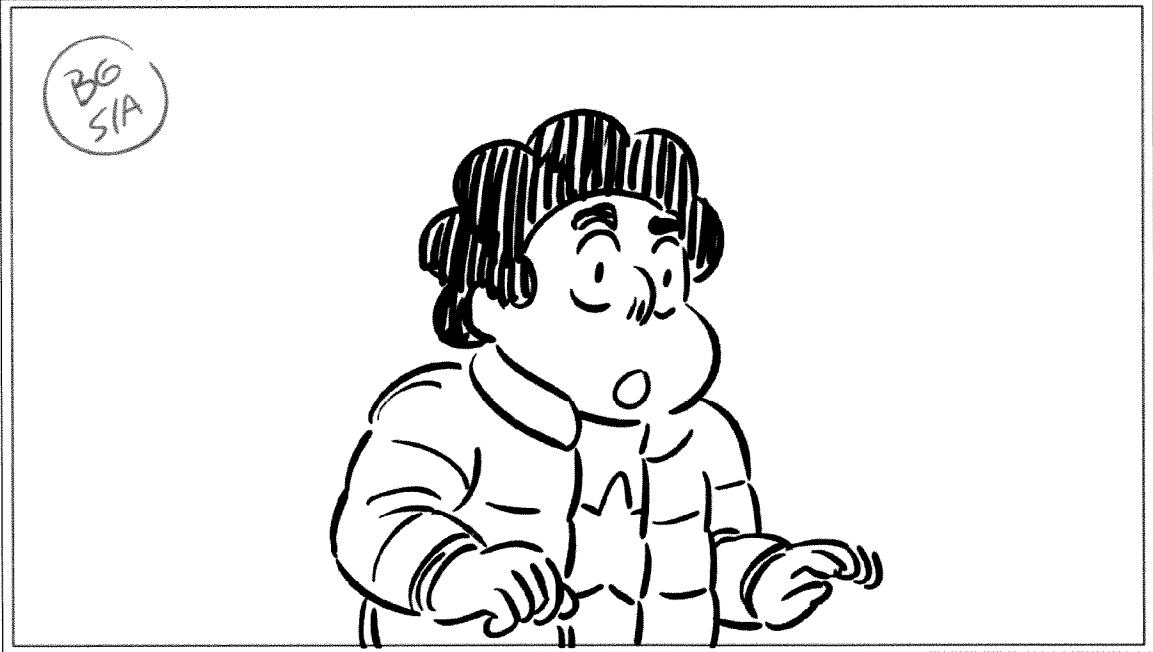
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Scene 68 *cont* Panel 11



Dialog
STEVEN: KICK --

Scene 68 *cont* Panel 12



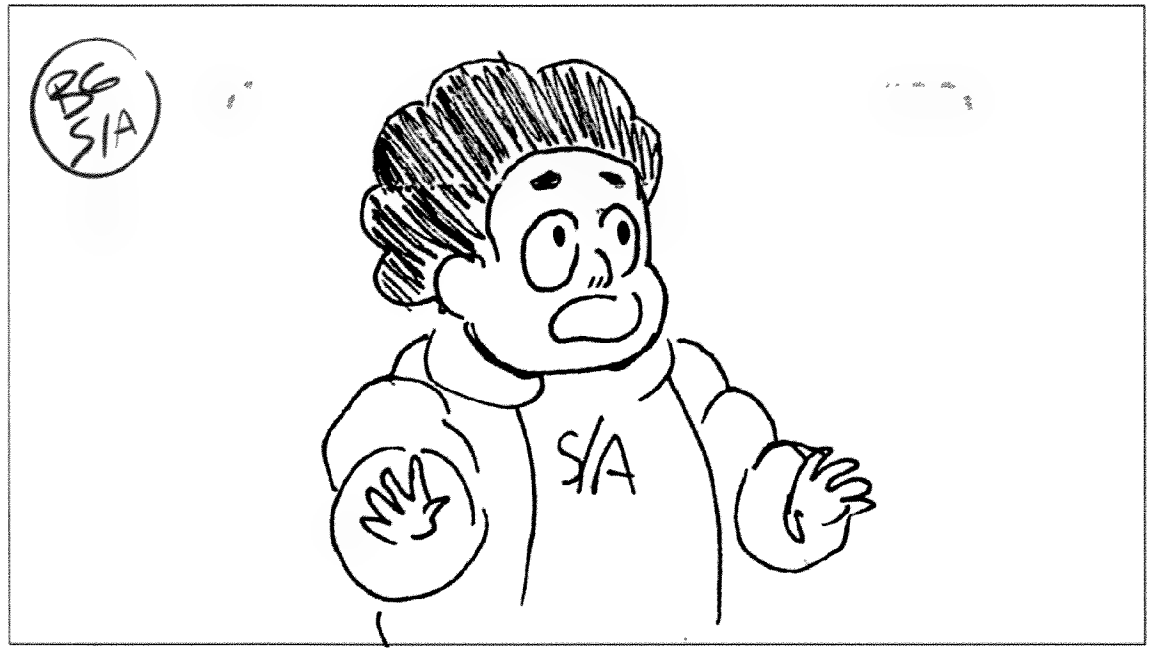
Dialog
STEVEN: OH!

Slugging
12 to 15 = 6.07
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1020-009

Scene 68 *cont* Panel 13



Dialog
STEVEN: WAIT! MAYBE THAT'S AN ARIAL MOVE!!!

Slugging
6.07

Scene 68 *cont* Panel 14



Dialog
STEVEN: JUST PUNCH AND

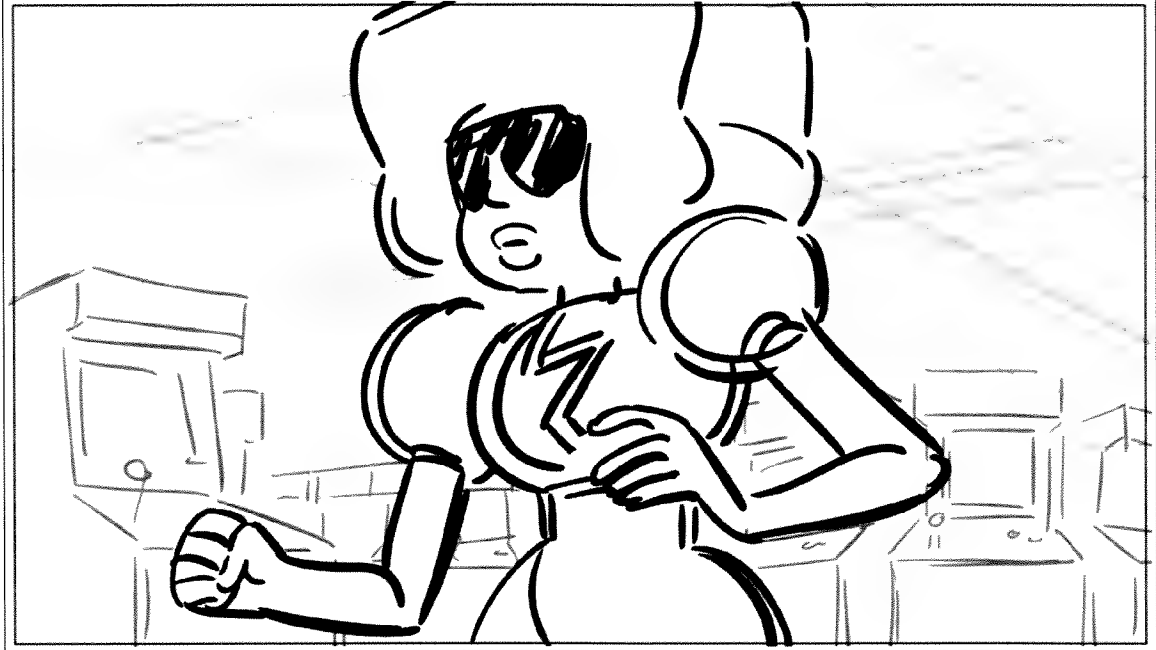
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Scene	Panel
68	cont 15



Dialog
STEVEN: YOU'LL BE FINE.

Scene	Panel
69	1



Slugging
Panels 1 + 2 = 1.00

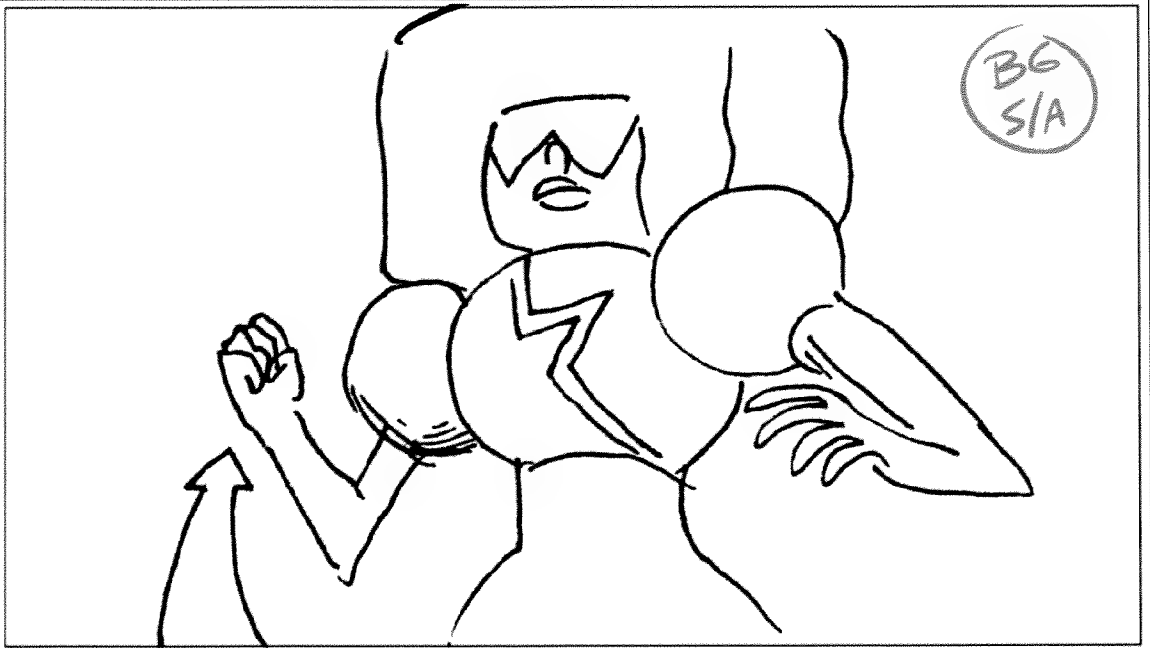
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1020.009

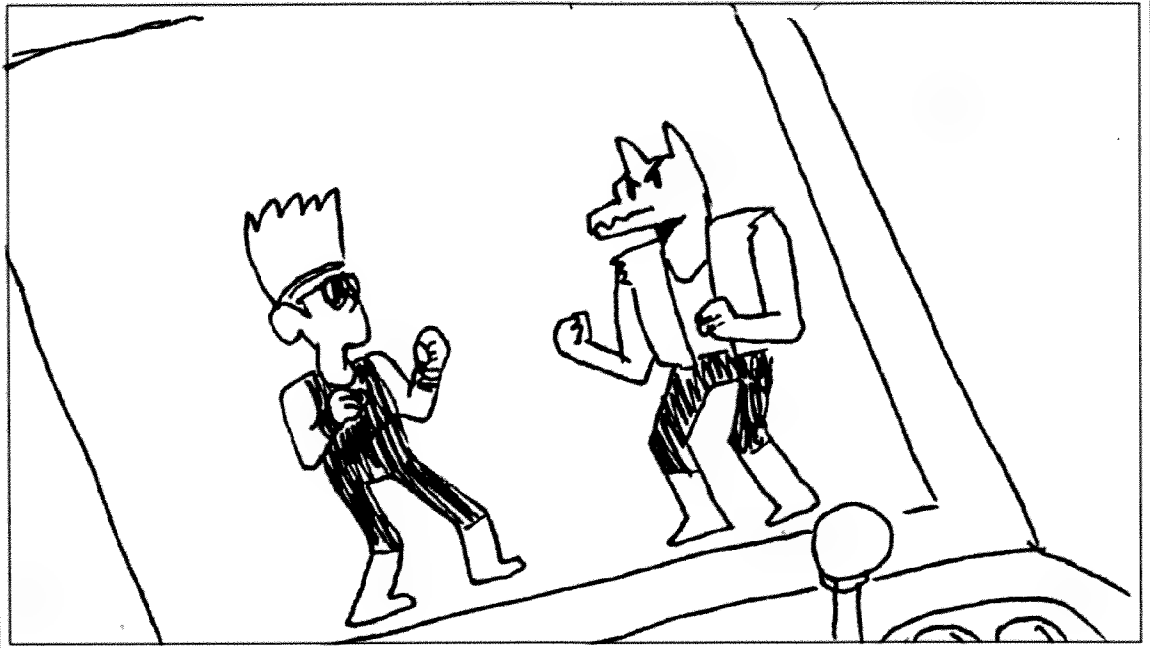
1020.009

1020.009

Scene	Panel
69	2

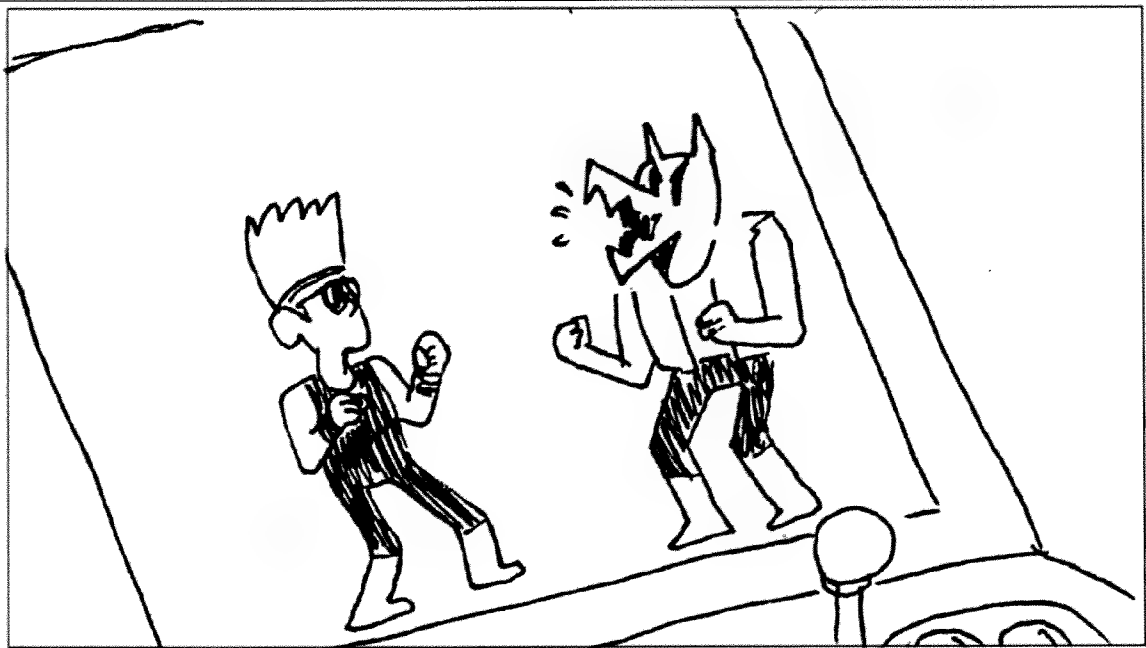


Scene	Panel
70	1



Slugging
 Panels 1 + 2 x 5 = 0.05
 Total frames for repeat: 2.00
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Scene	Panel	
70	CONT	2



Dialog
GAME: COME ON, CHUMP!!!

Scene	Panel	
70	CONT	3



Dialog
GAME: YOWW, YOW, YOW, YW...

Slugging
2.13

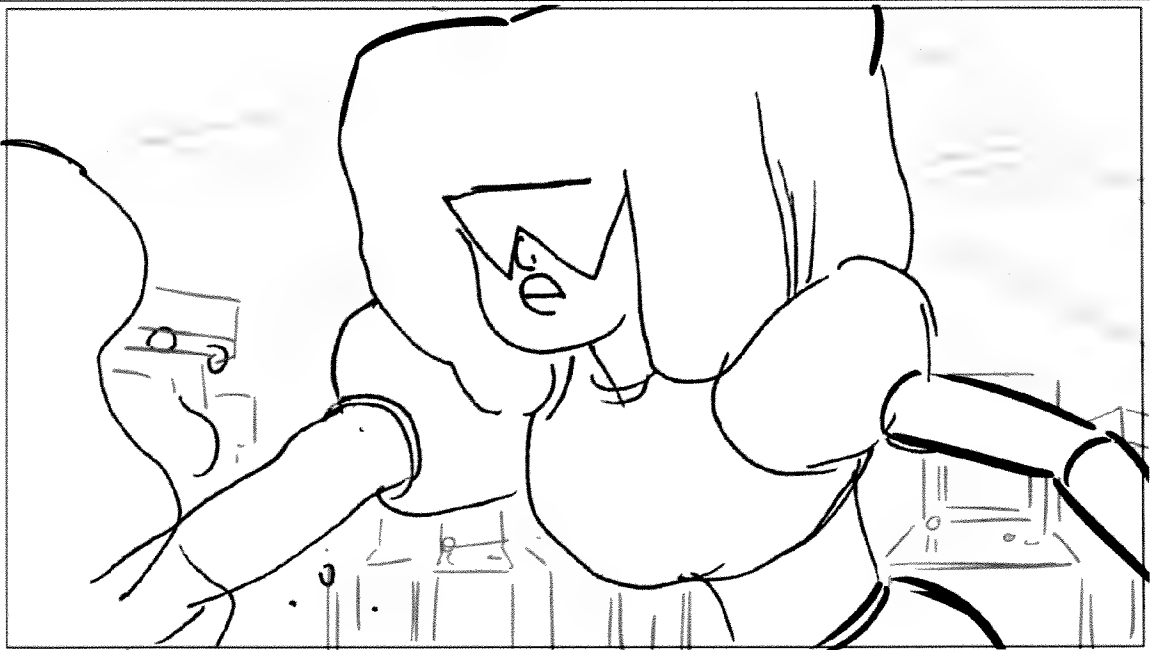
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1020.009

1020.009

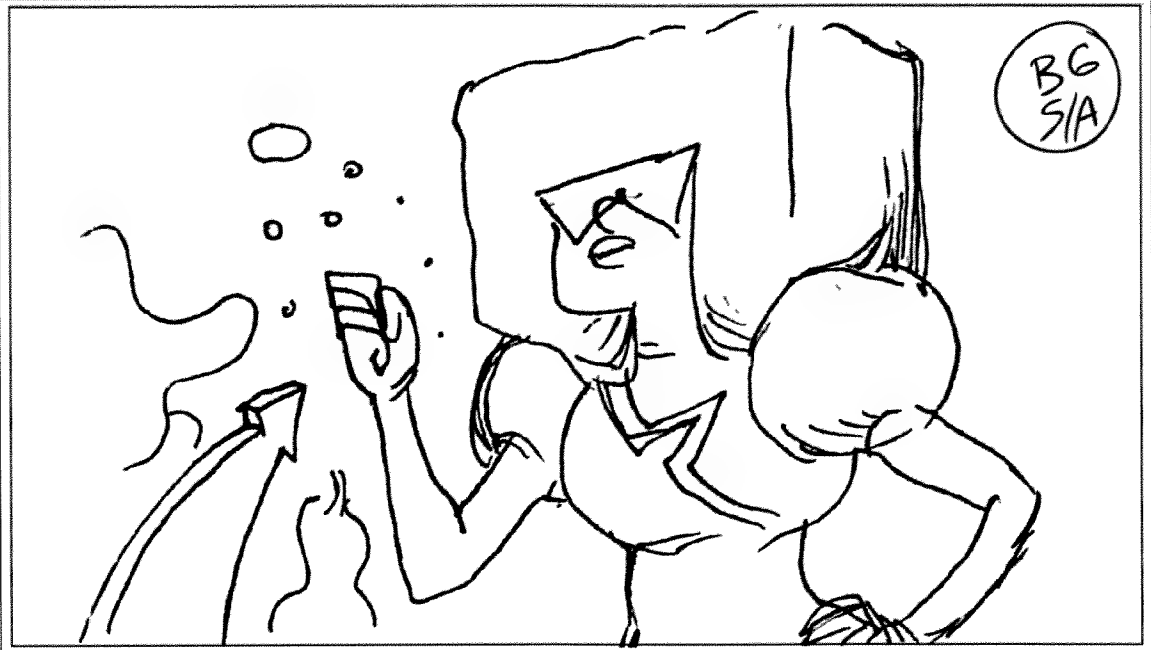
1020.009

Scene	Panel
71	1



Slugging
0.07

Scene	Panel
71	2



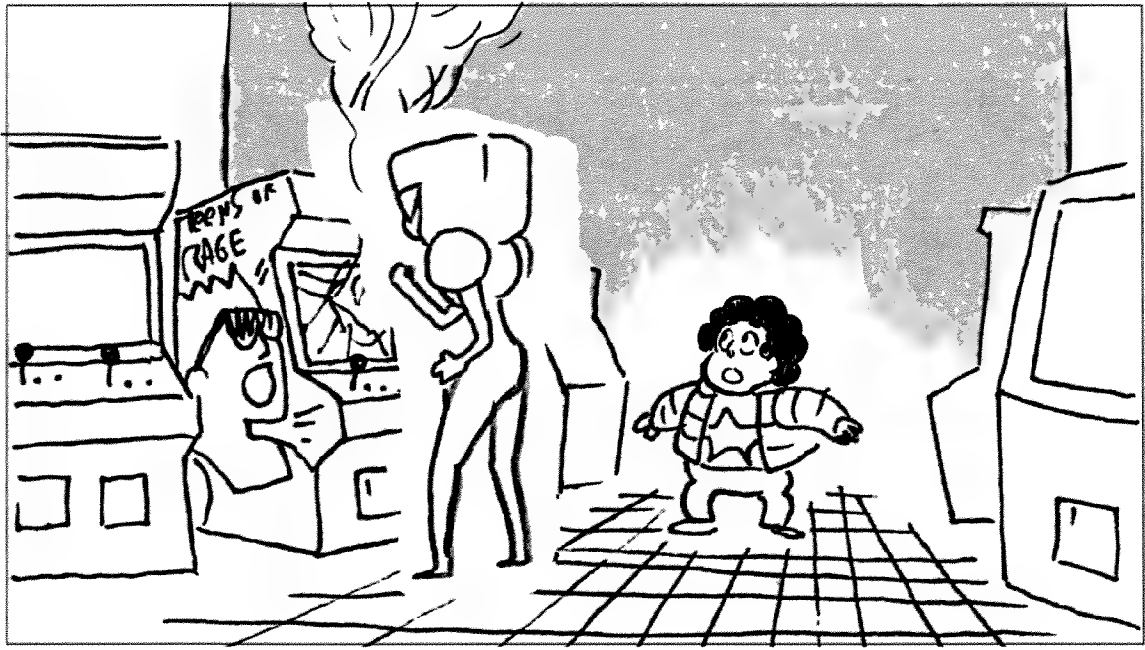
Slugging
1.04

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1020.009

1020.009

Scene	Panel
72	1



Action Notes

Smokes comes out of broken arcade machine

Slugging

0.06

Scene	Panel
72	2



Dialog

GARNET: I DID IT.

Slugging

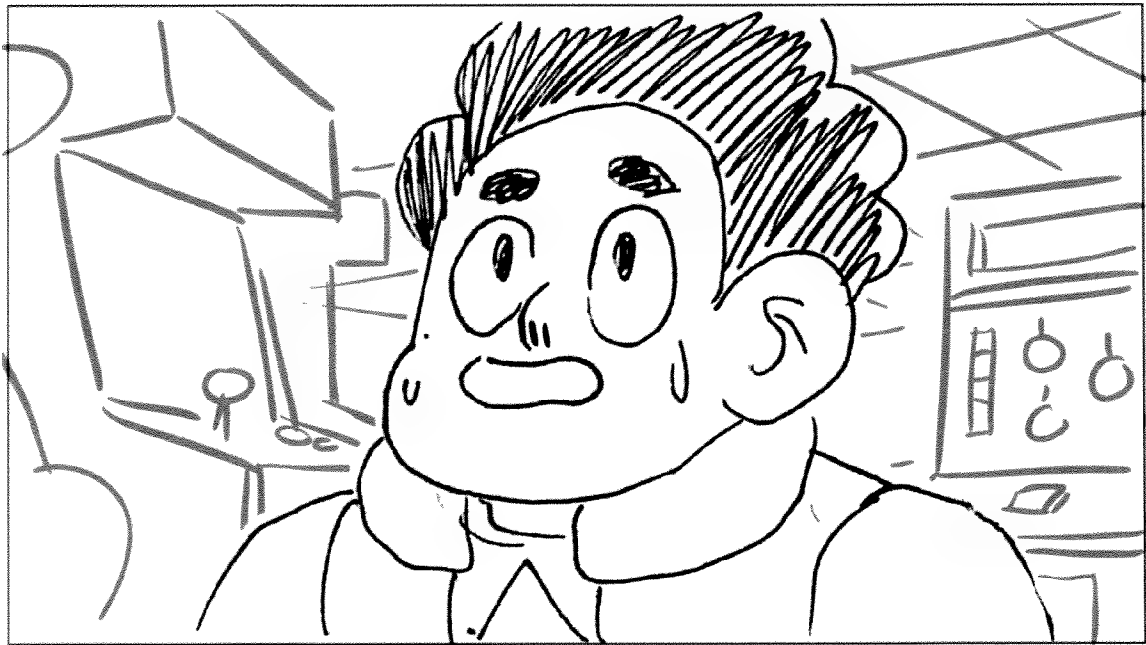
1.14

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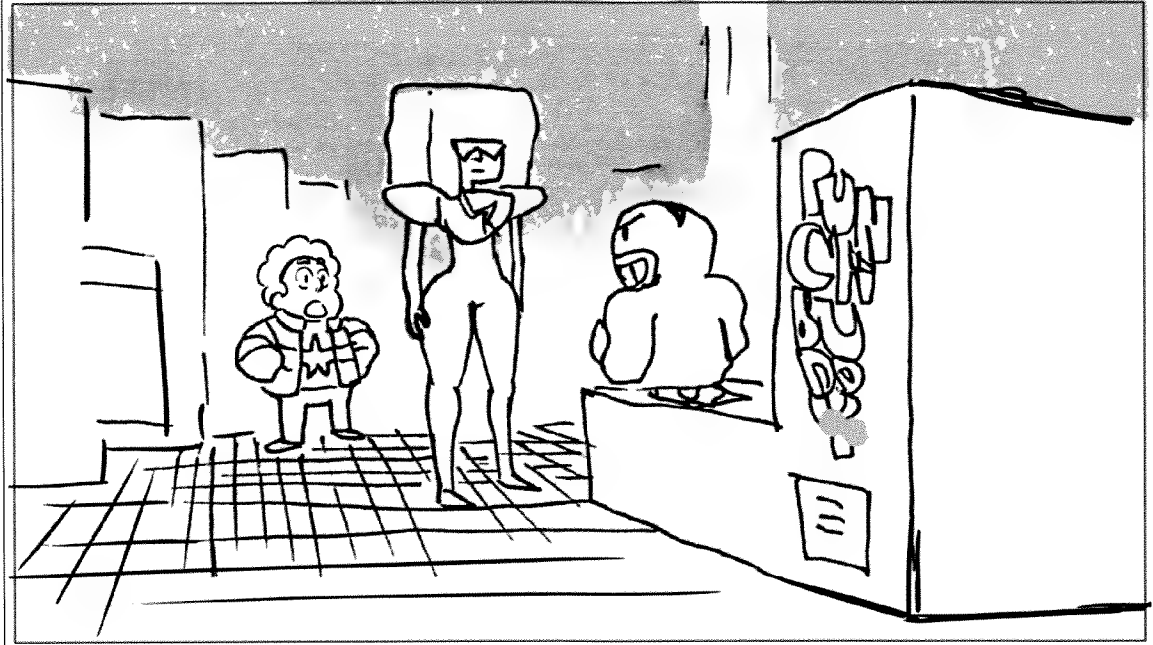
Scene	Panel
73	1



Dialog
STEVEN: UH... LET'S TRY SOMETHING ELSE.

Slugging
4.03

Scene	Panel
74	1



Dialog
STEVEN: OK! THIS IS A GAME YOU CAN ACTUALLY PUNCH!

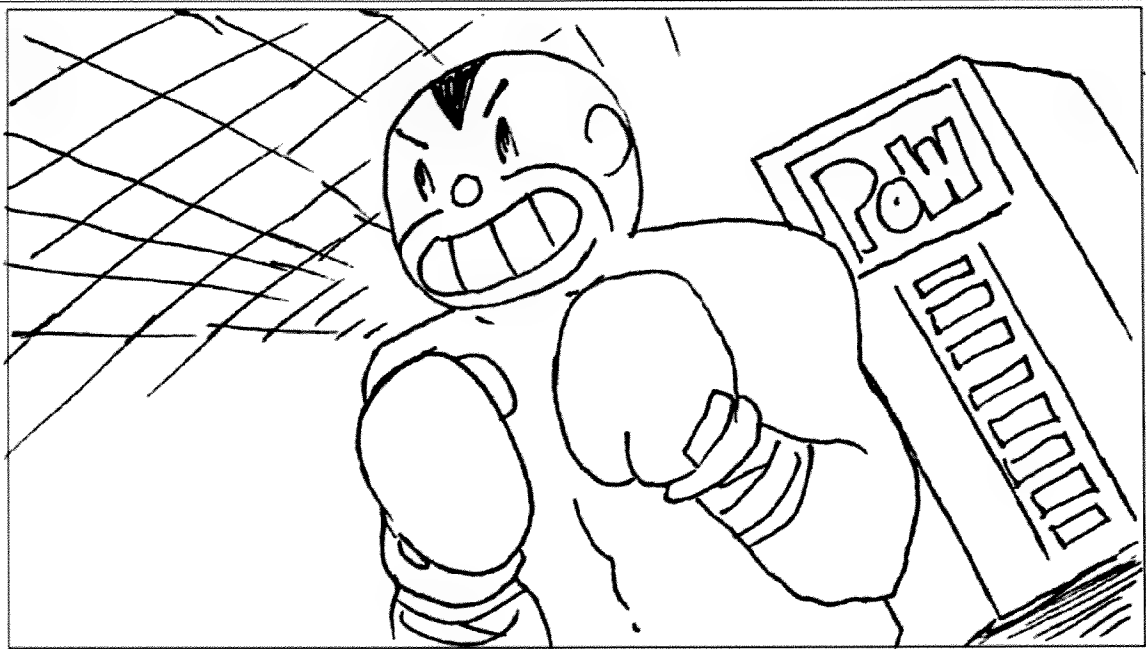
Slugging
6.07

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1020-009

1020-009

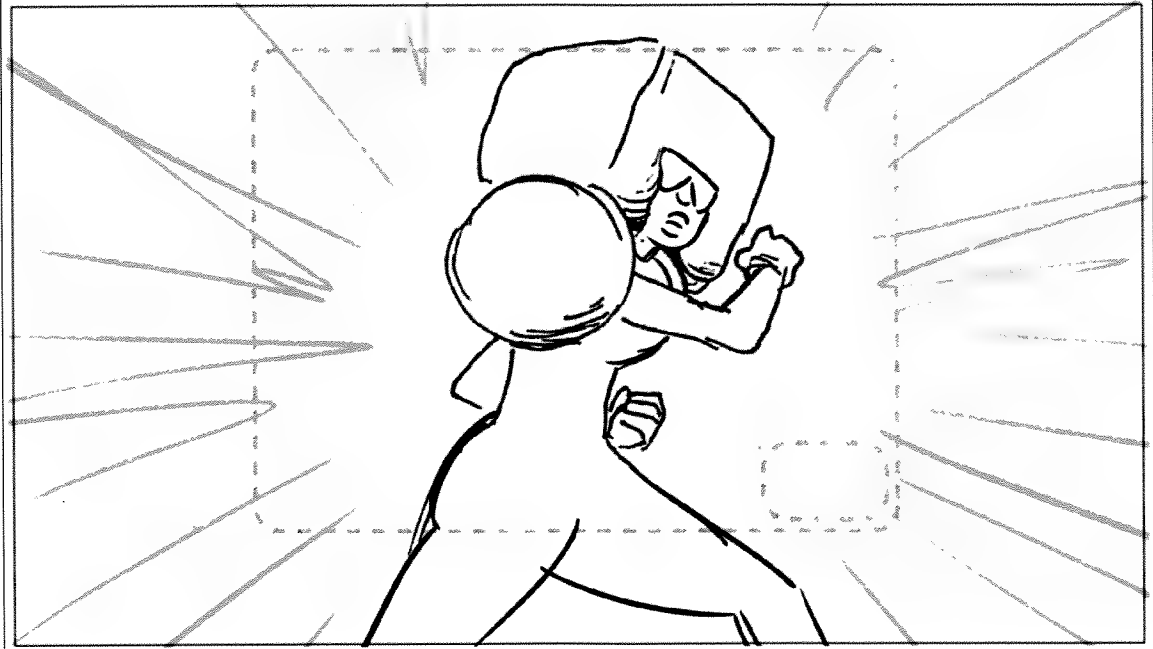
Scene	Panel
75	1



Dialog
GAME: GIVE IT YOUR BEST SHOT, KID!

Slugging
2.13

Scene	Panel
76	1



Action Notes
BURST BG

Slugging
0.10

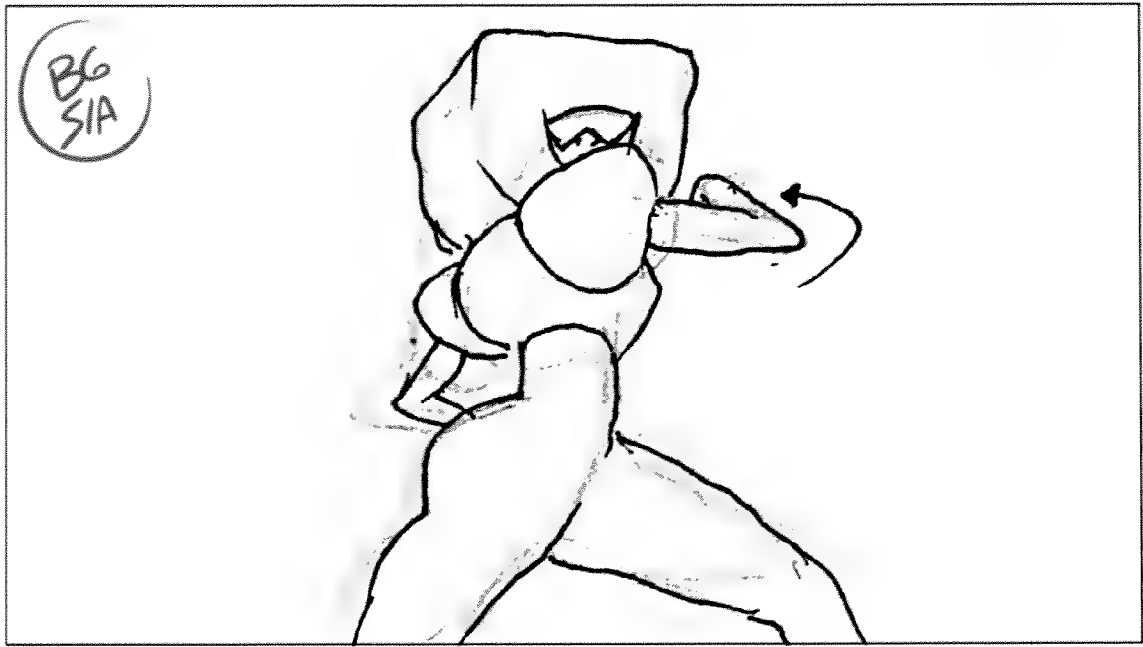
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1020.009

1020.009

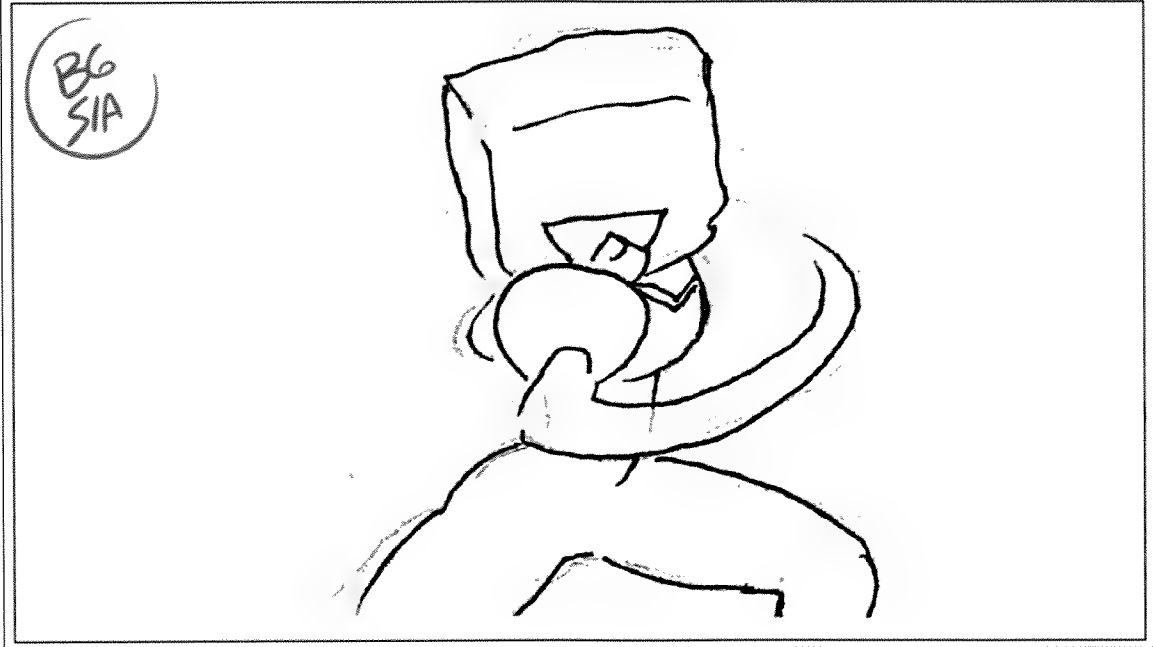
1020.009

Scene	Panel	
	76	2



Slugging
1.06

Scene	Panel	
	76	3



Slugging
0.04

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1020-009

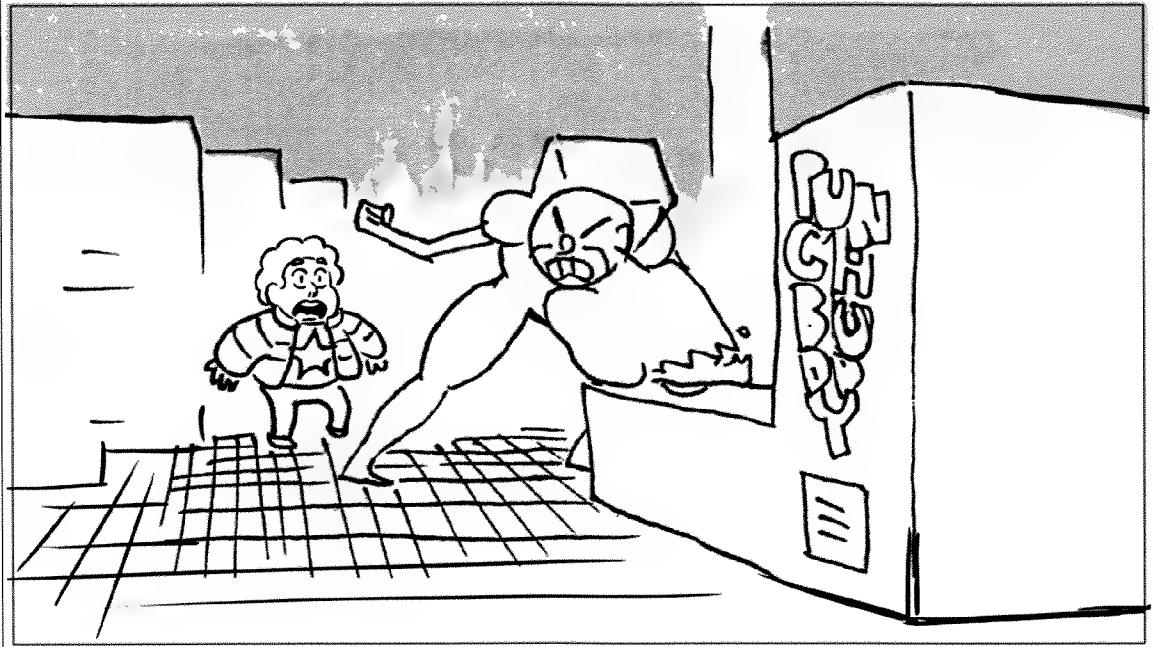
1020-009

Scene	Panel
76	4



Slugging
0.06

Scene	Panel
77	1



Dialog
STEVEN: WOAH!

GAME: TELL MY WIFE ...

Slugging
0.08

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1020.009

1020.009

1020.009

Scene	Panel	
	77	<i>CONT</i>
		2



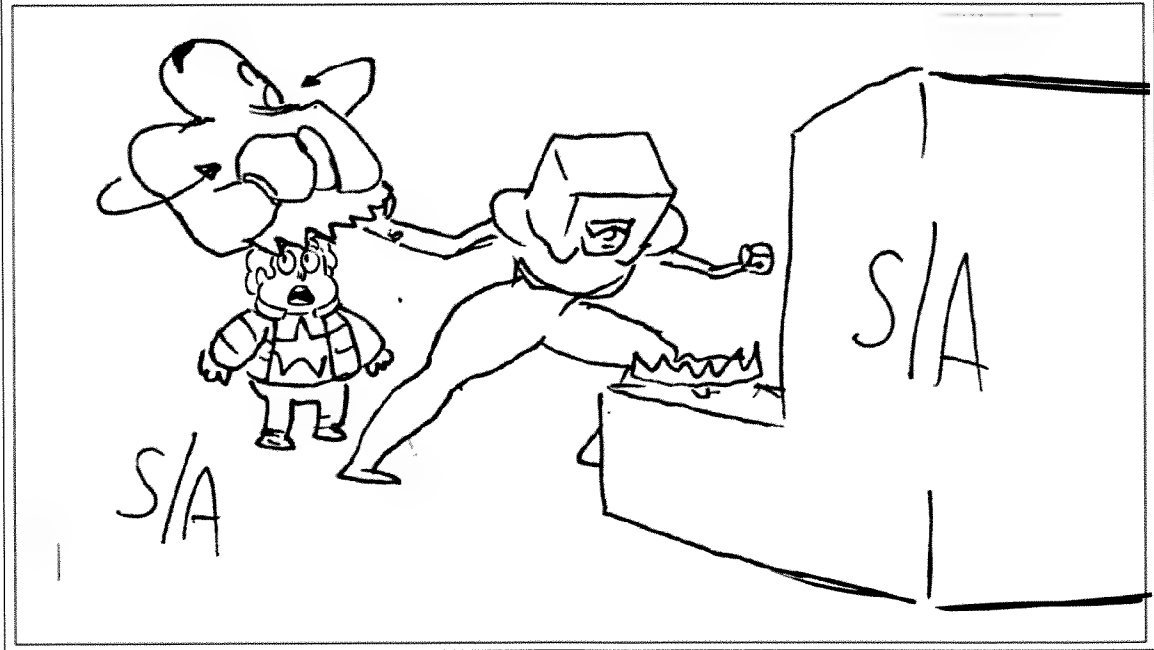
Dialog

GAME:I'M....

Slugging

0.04

Scene	Panel	
	77	<i>CONT</i>
		3



Dialog

GAME: ...SOOO....

Slugging

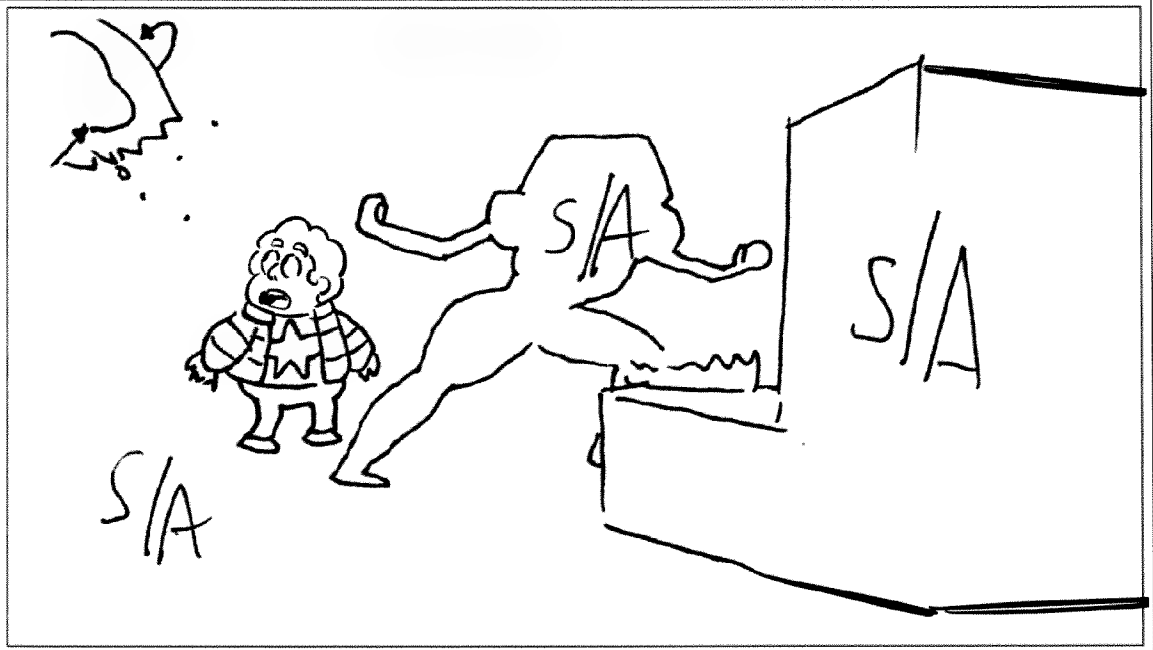
0.06

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1020-009

1020-009

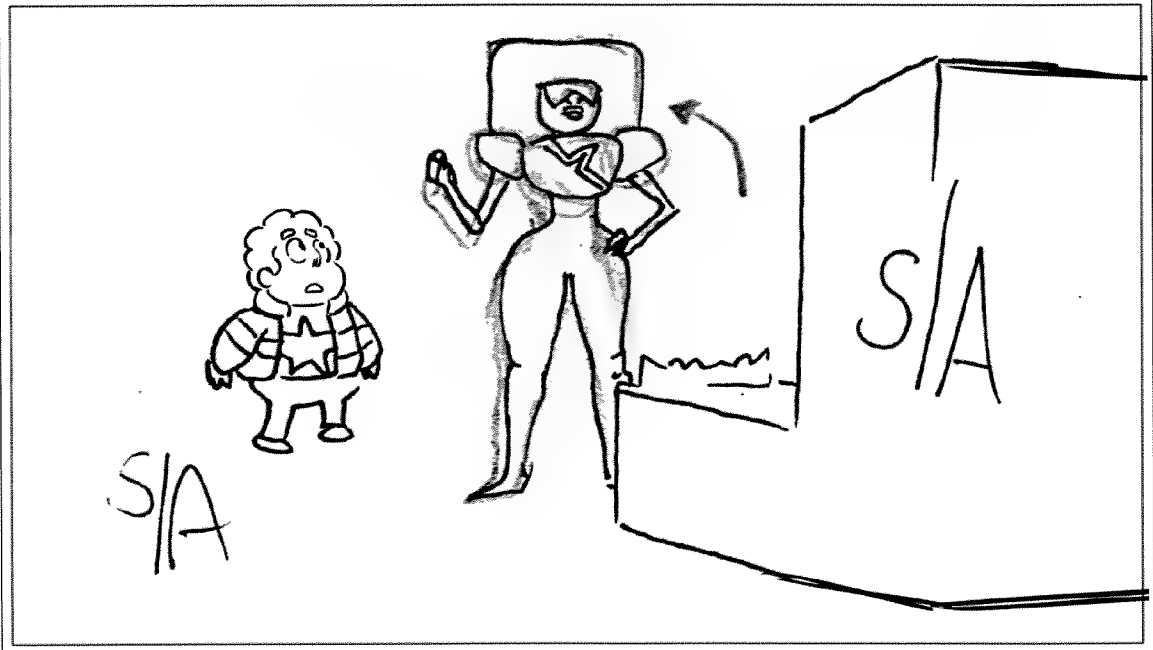
Scene	Panel	
77	CONT	4



Dialog
GAME:RRY!

Slugging
1.04

Scene	Panel	
77	CONT	5



Dialog
GARNET: I WIN AGAIN.

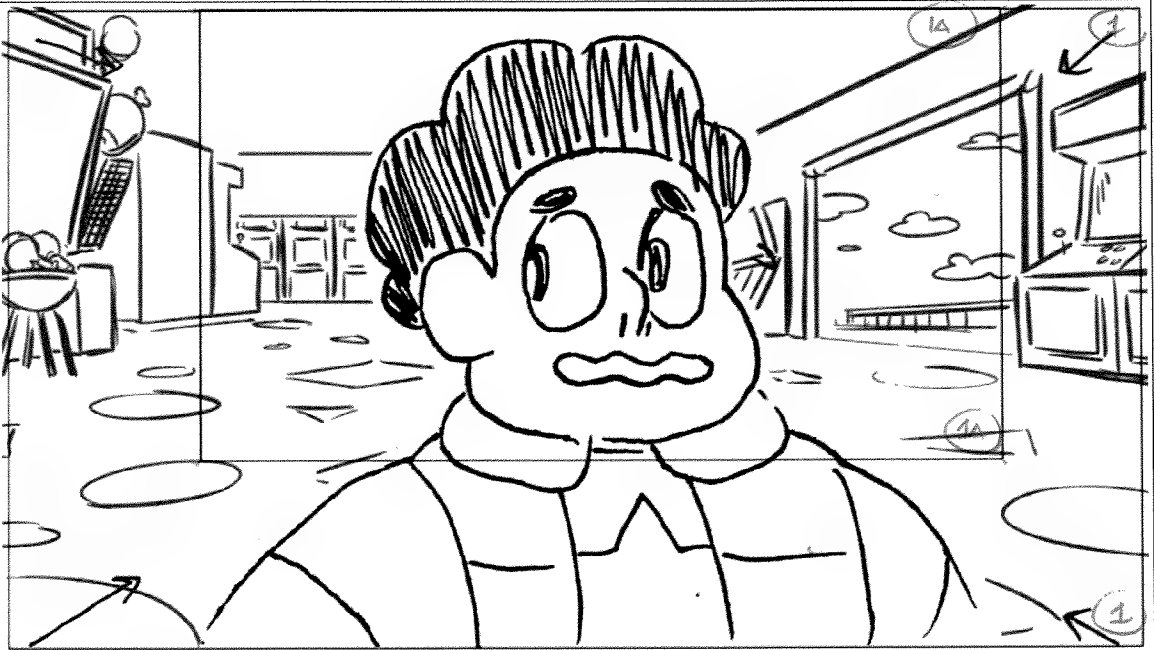
Slugging
2.03

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1020-0701

Scene	Panel
78	1



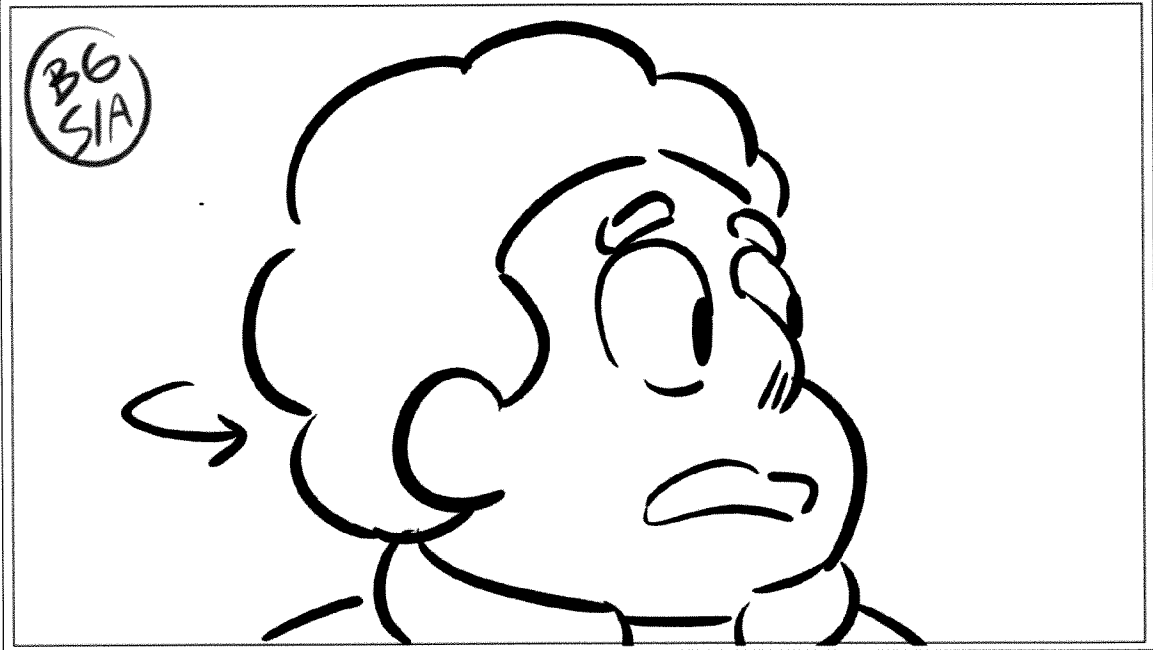
Action Notes

H/U STEVEN w/ prev. shot

Slugging

ADJ: 0.06

Scene	Panel
78	2



Dialog

STEVEN: UH...

Slugging

1.05

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Scene	Panel
78	<i>cont</i> 3

Dialog
STEVEN: UM...

Slugging
1.02

Scene	Panel
78	<i>cont</i> 4

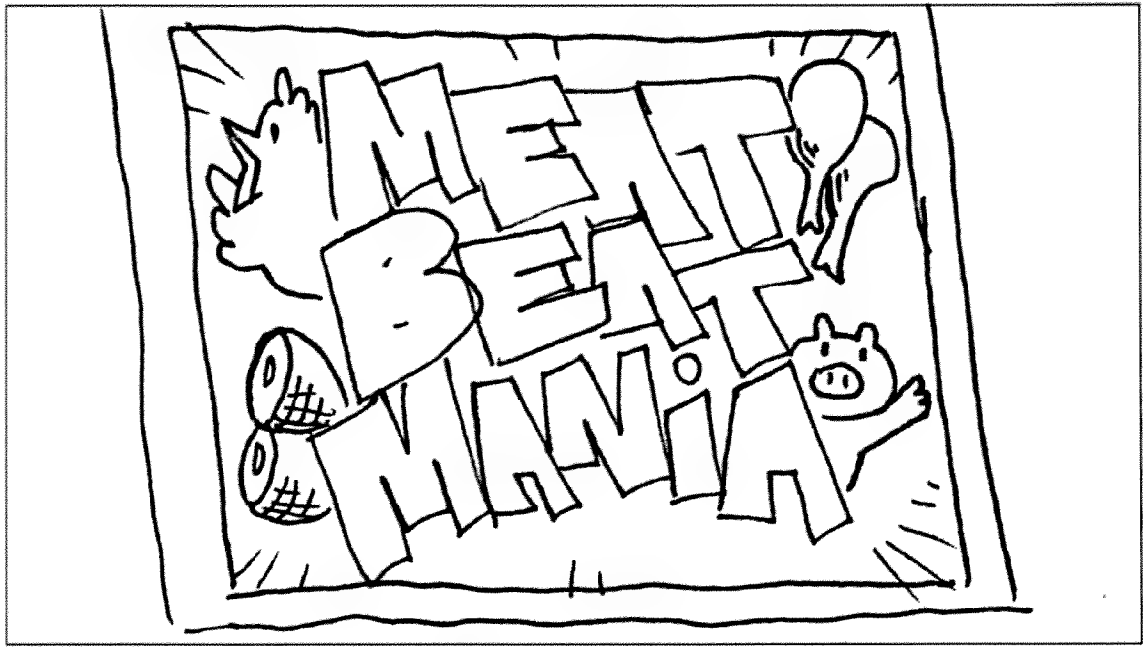
Dialog
STEVEN: H-HOW 'BOUT THAT ONE!

Slugging
ADJ: 0.06 Then HOLD: 1.14

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Scene	Panel
79	1



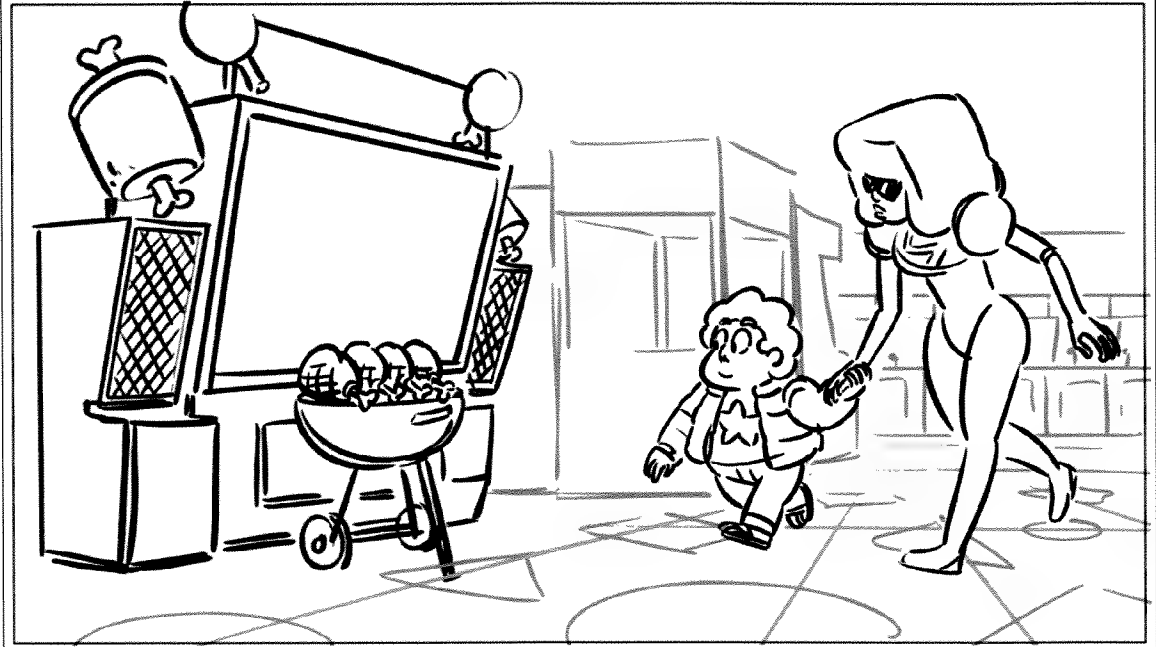
Dialog

STEVEN: MEAT BEAT MANIA!

Slugging

2.04

Scene	Panel
80	1



Dialog

STEVEN: THERE'S NO VIOLENCE IN THIS GAME!

Slugging

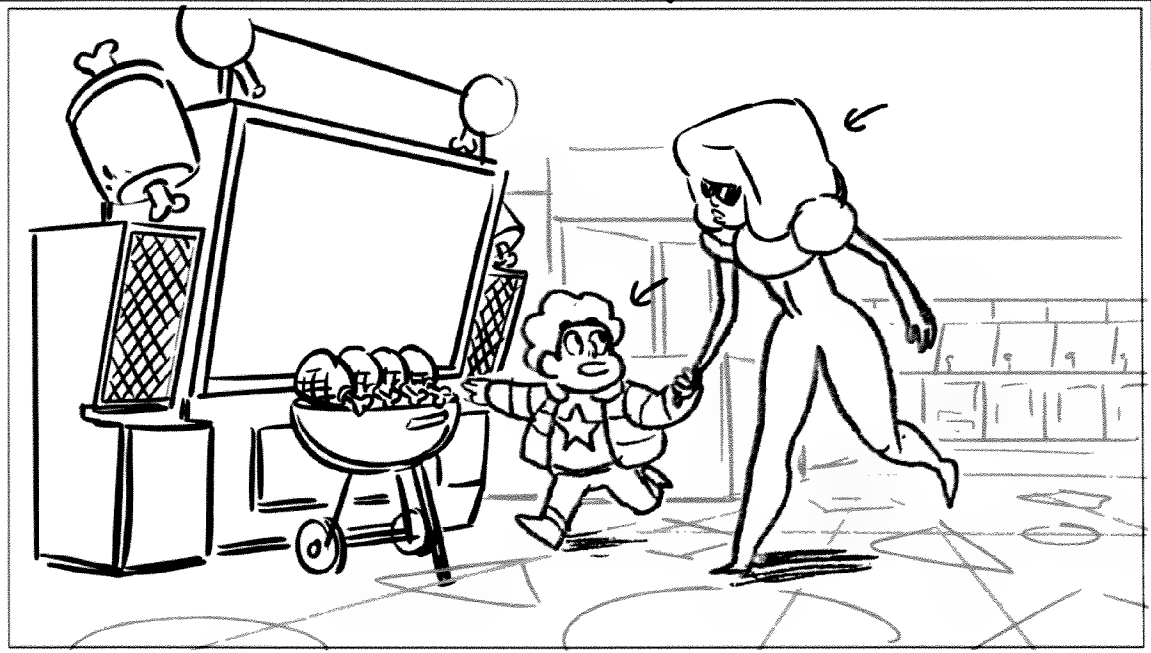
Panels 1 + 2 = 3.07

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1020.009

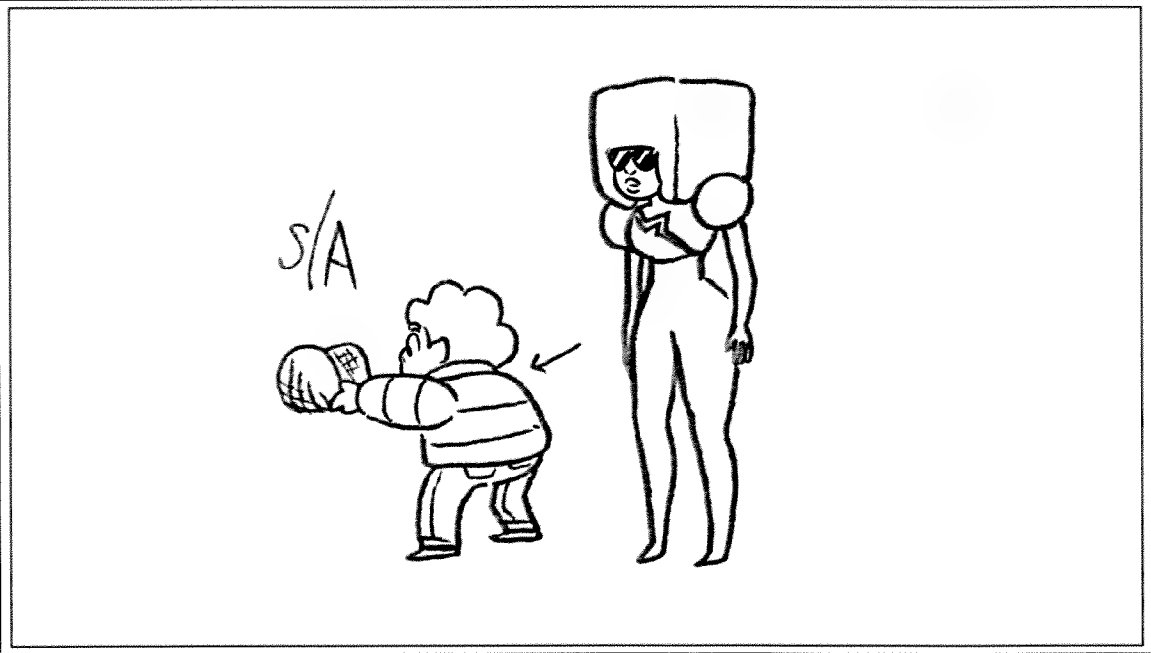
1020.009

Scene 80 Panel 2



Dialog
STEVEN: THERE'S NO VIOLENCE IN THIS GAME!

Scene 80 Panel 3



Dialog
STEVEN: JUST SHAKE...

Slugging
0.10

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Scene	Panel
80	<i>CONT</i> 4



Dialog
STEVEN: ...THE MEAT...

Slugging
1.08

Scene	Panel
80	<i>CONT</i> 5



Dialog
STEVEN: ...TO THE BEAT!

Slugging
0.15

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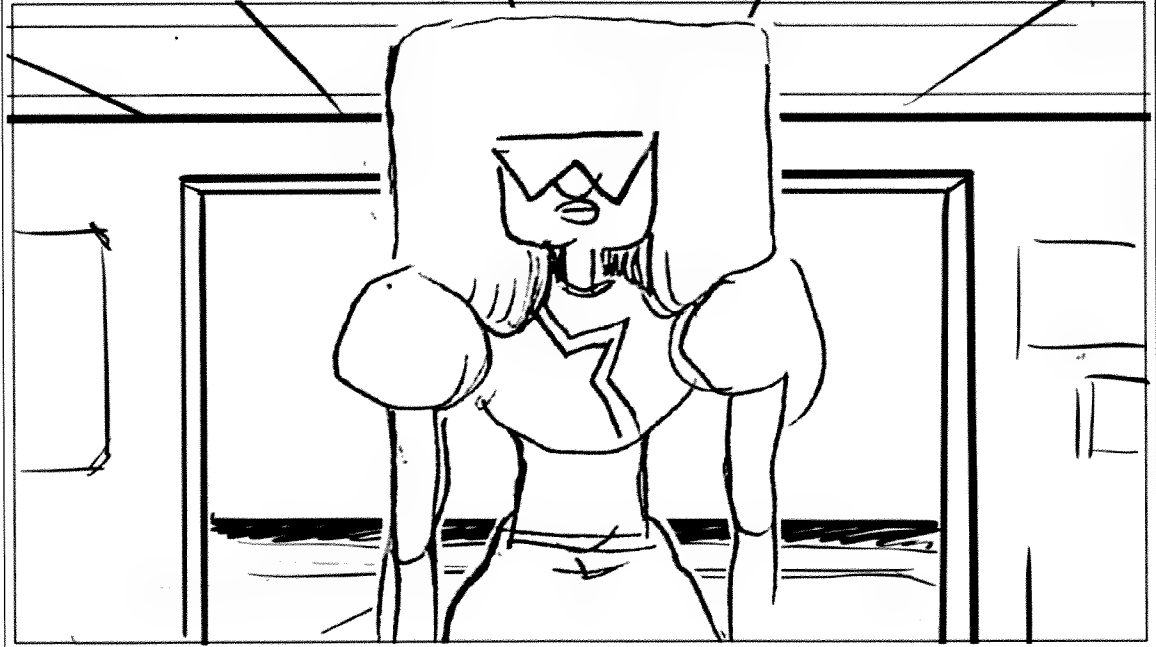
1020.009

Scene	Panel	
	80	CONT 6



Slugging
0.15

Scene	Panel	
	81	1



Dialog
GAME: ARE YOU READY?

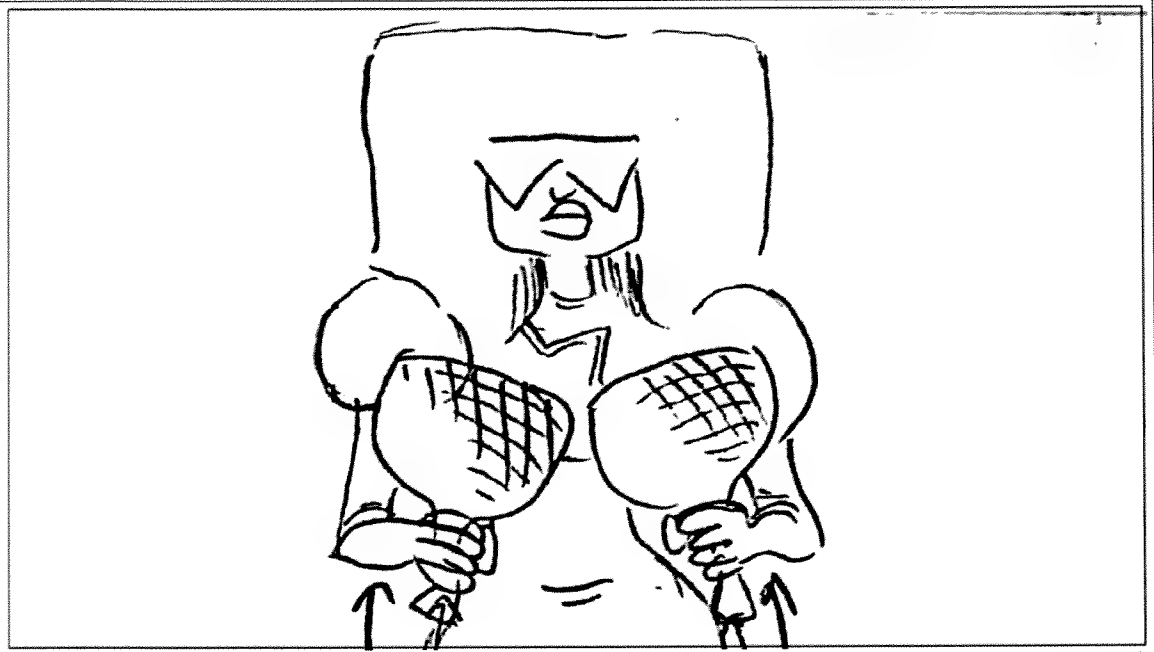
Slugging
1.09

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Scene	Panel
81	2



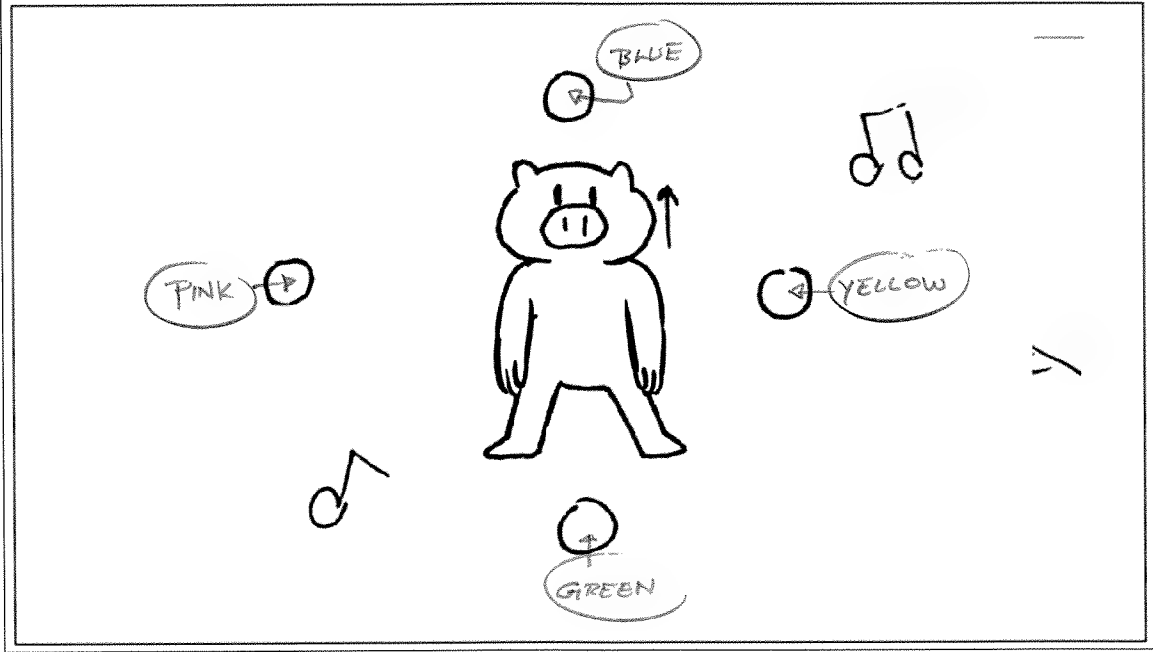
Dialog

GAME: LET'S MEAT IT!

Slugging

2.03

Scene	Panel
82	1



Slugging

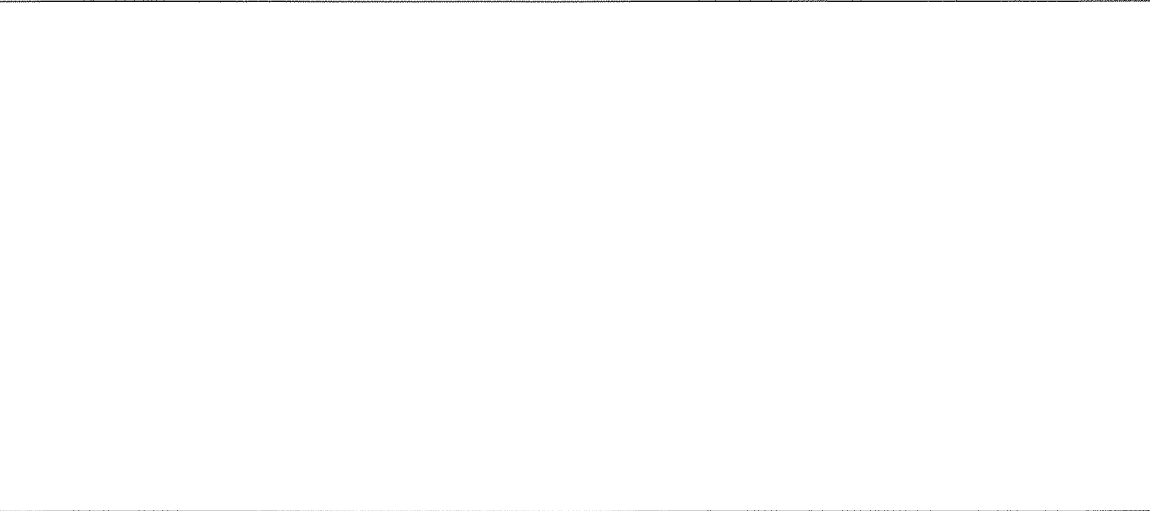
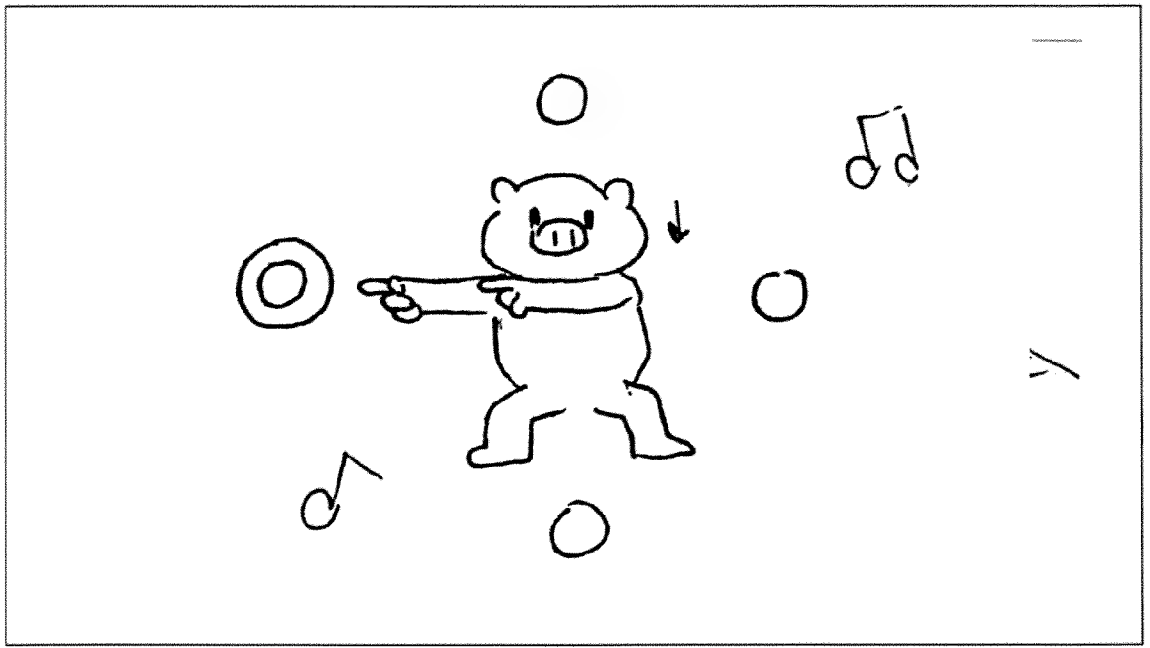
1 + 2 = 0.12

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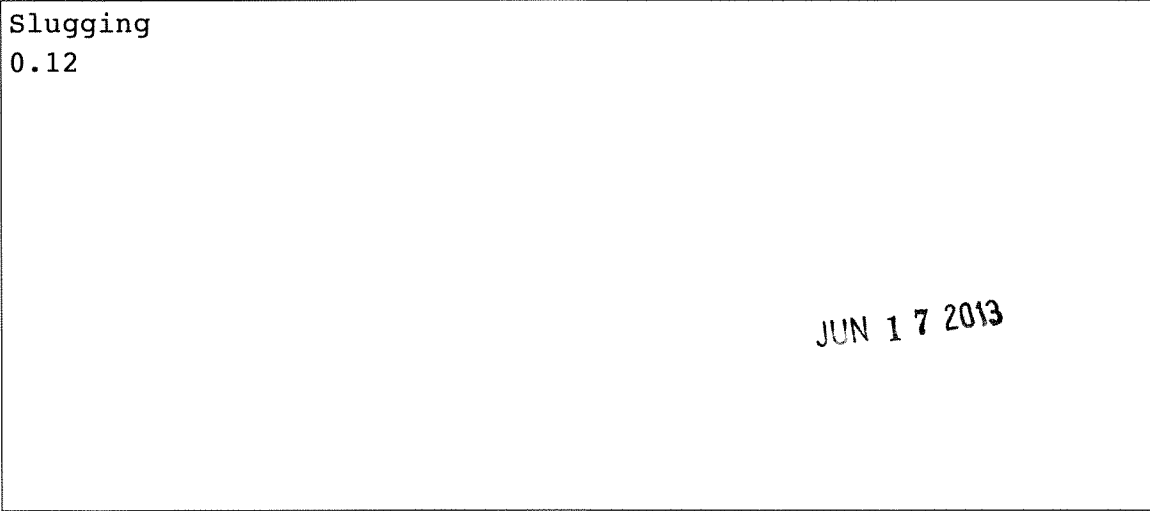
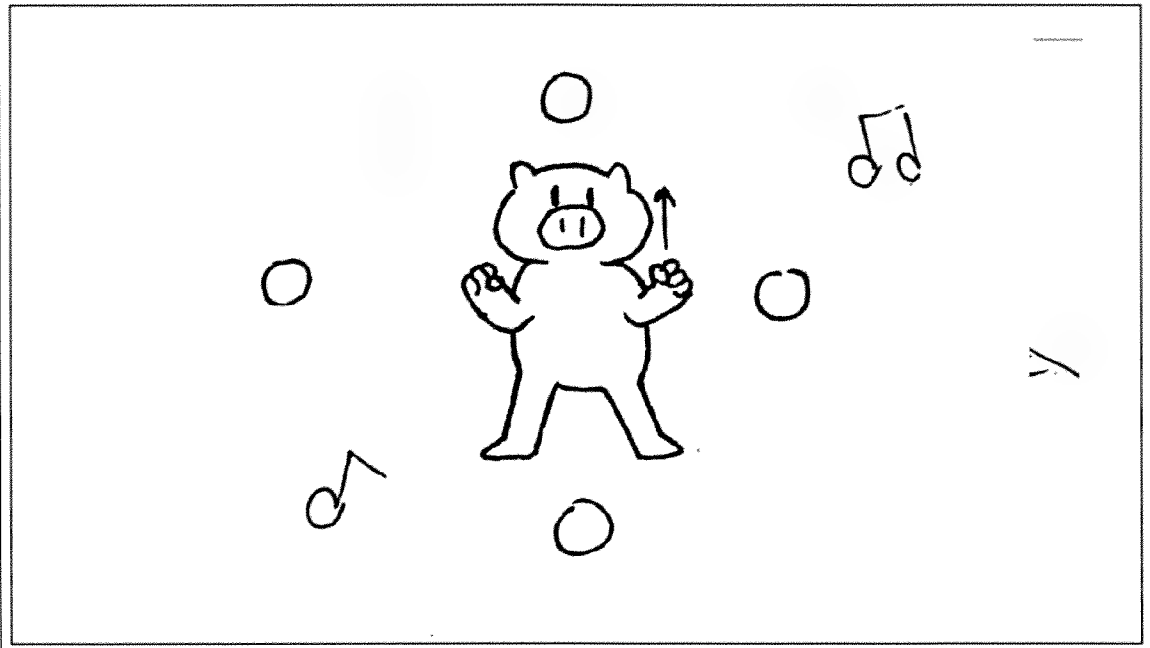
1020-009

1020-009

Scene	Panel
82	<i>CONT</i> 2



Scene	Panel
82	<i>CONT</i> 3

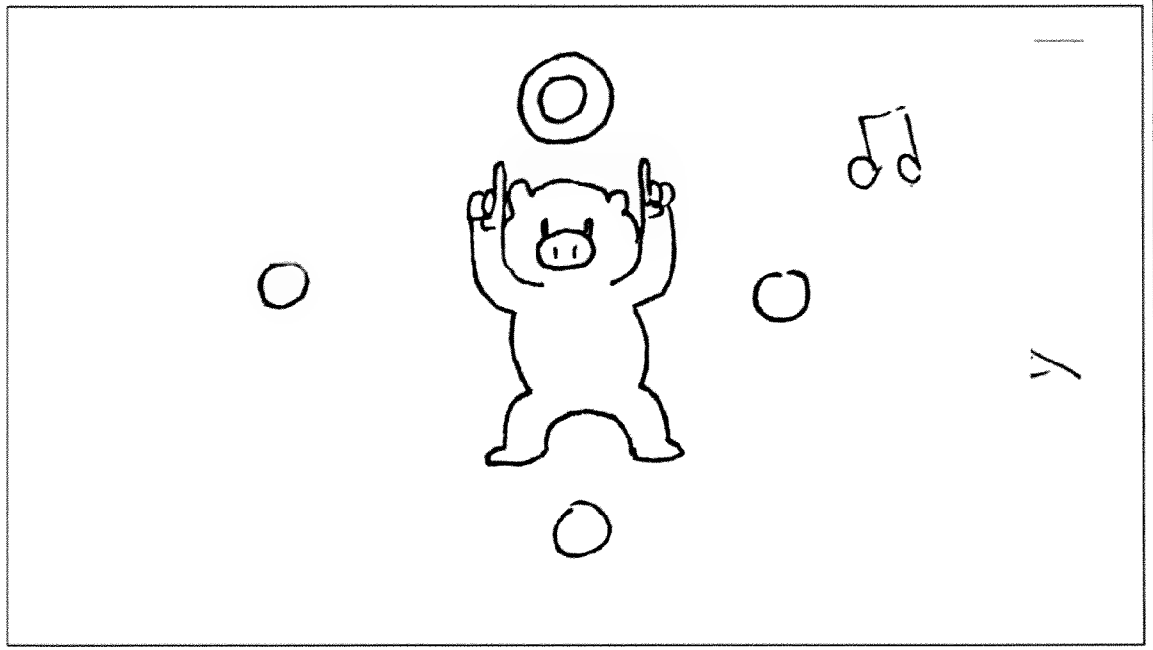


1020.009

1020.009

1020.009

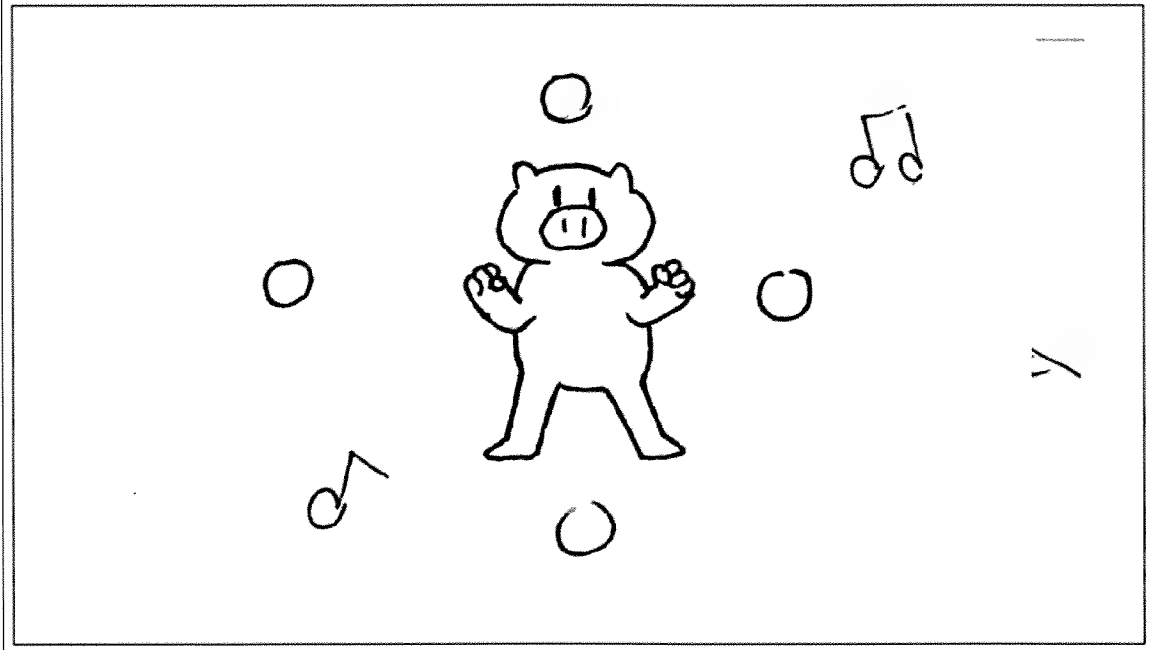
Scene	Panel	
82	<i>cont</i>	4



Dialog
GAME: SHAKE IT!

Slugging
0.12

Scene	Panel	
82	<i>cont</i>	5

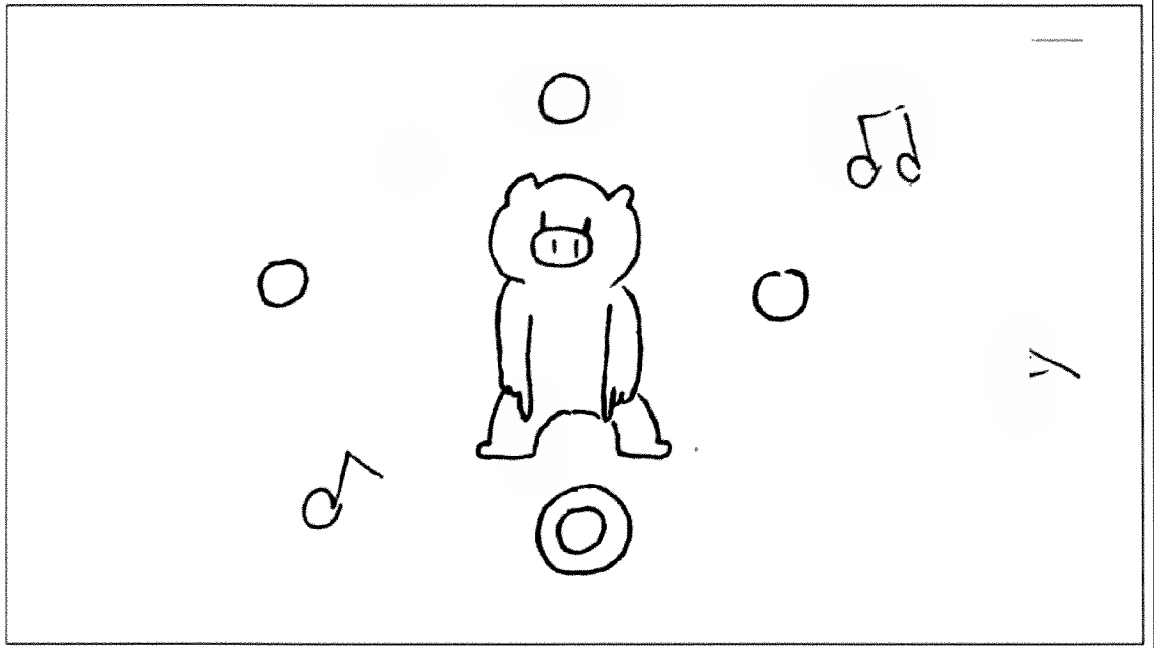


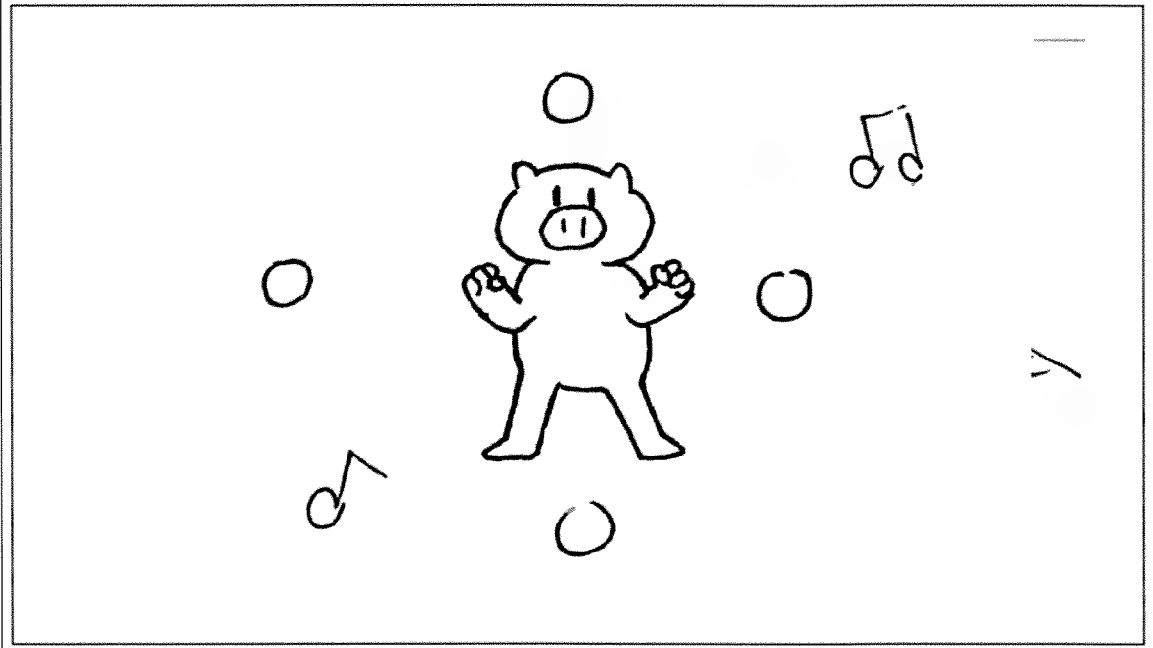
Slugging
0.12

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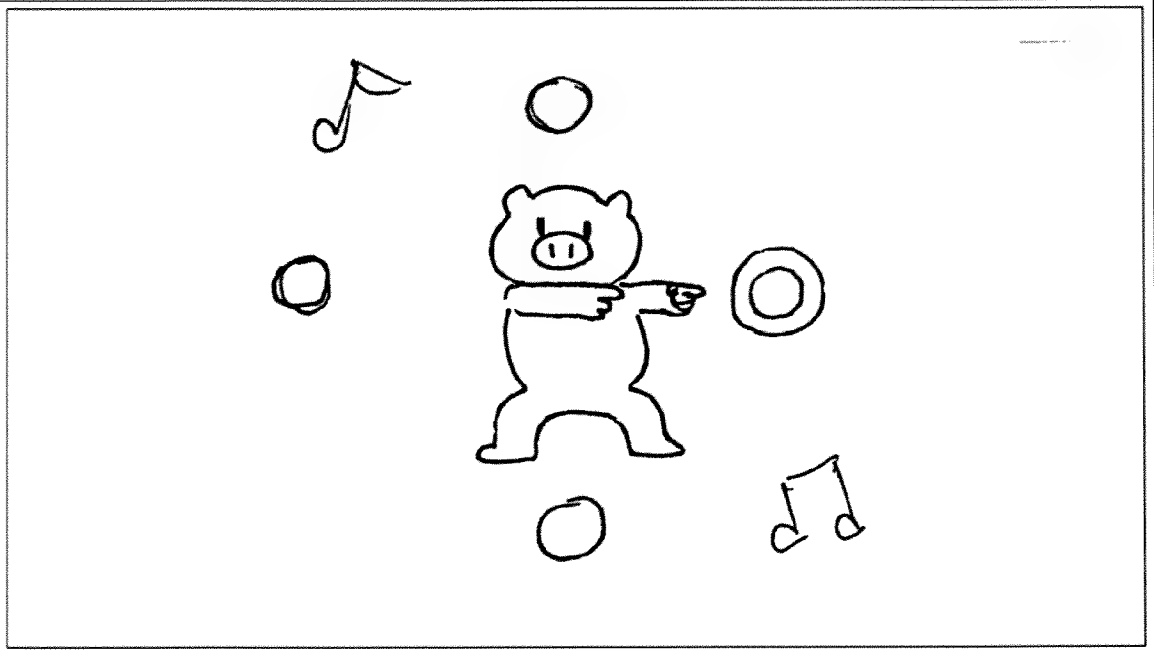
Scene	Panel	
	82	<i>CONT</i> 6
		
<p>Dialog</p> <p>GAME: SHAKE IT!</p>		
<p>Slugging</p> <p>0.12</p>		

Scene	Panel	
	82	<i>CONT</i> 7
		
<p>Dialog</p> <p>GAME: THAT'S IT!</p>		
<p>Slugging</p> <p>0.12</p> <p>JUN 17 2013</p>		

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1020.009

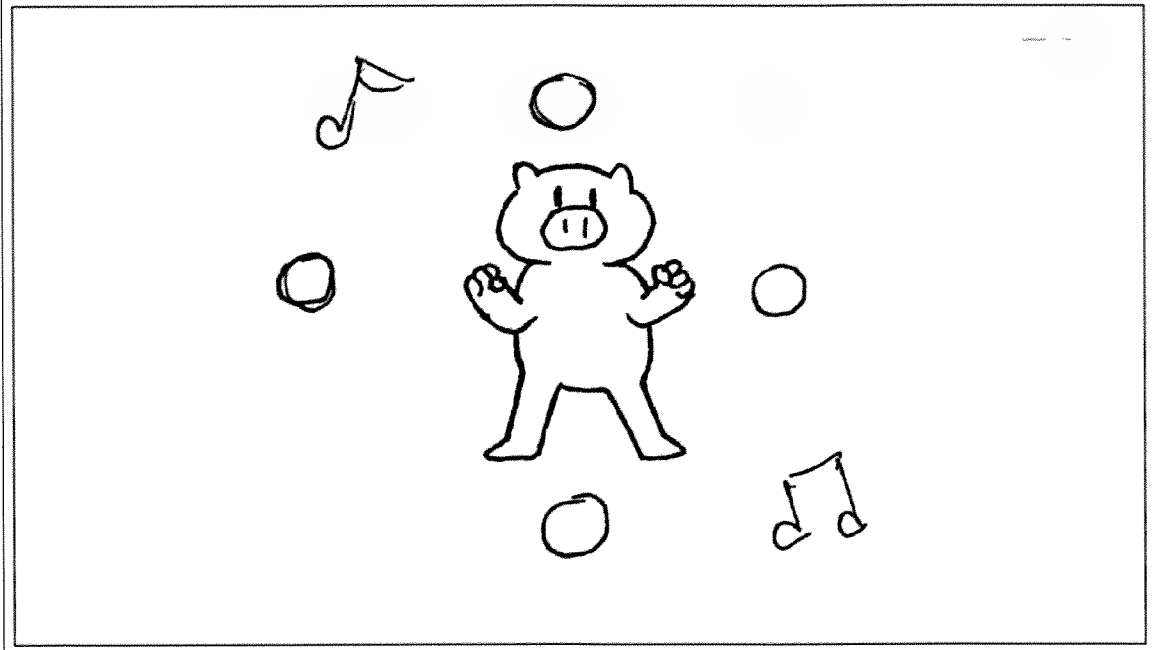
Scene	Panel	
82	<i>CONT</i>	8



Dialog
GAME: WELL DONE!

Slugging
0.12

Scene	Panel	
82	<i>CONT</i>	9



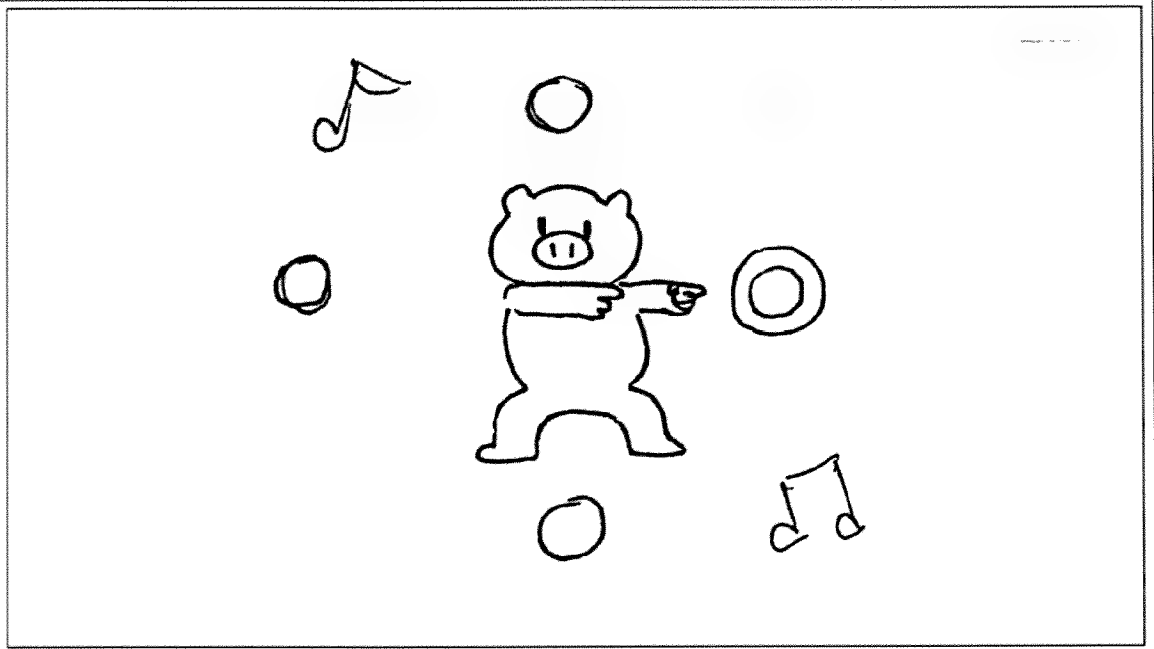
Slugging
0.12

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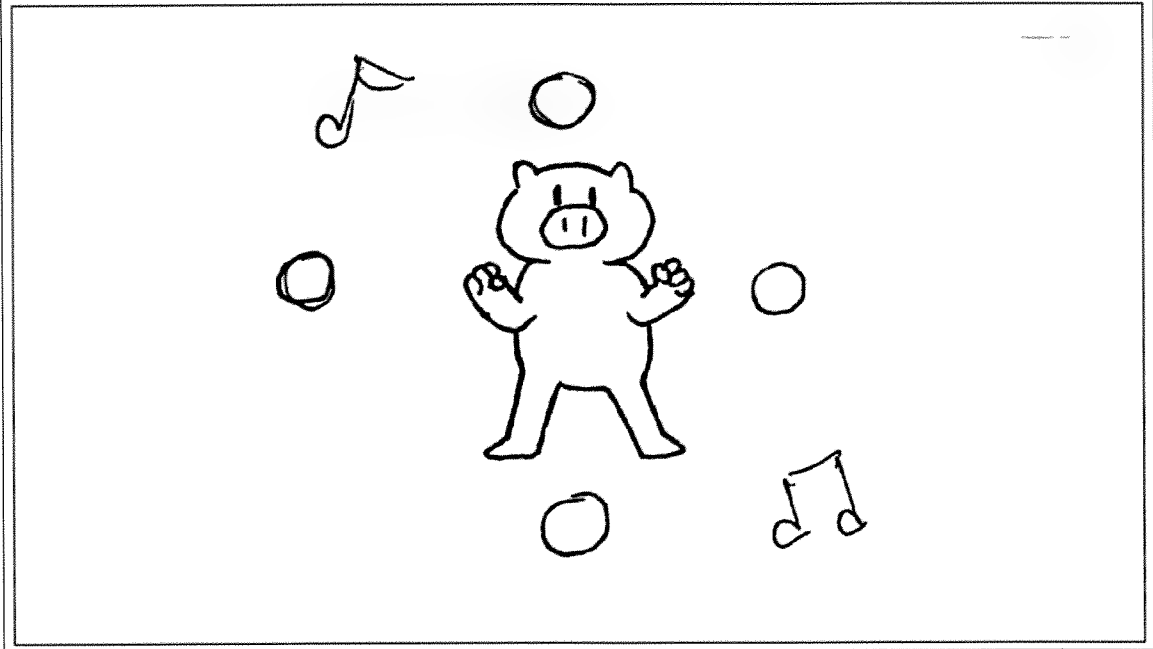
Scene	Panel
82	<i>CONT</i> 10



Dialog
GAME: KEEP IT UP!

Slugging
0.12

Scene	Panel
82	<i>CONT</i> 11



Slugging
0.12

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Scene	Panel
83	1

Dialog

GAME (off-screen): NOW YOU'RE COOKING!

Action Notes

S/A Scene 81

Slugging

3.05

Scene	Panel
83	2

Dialog

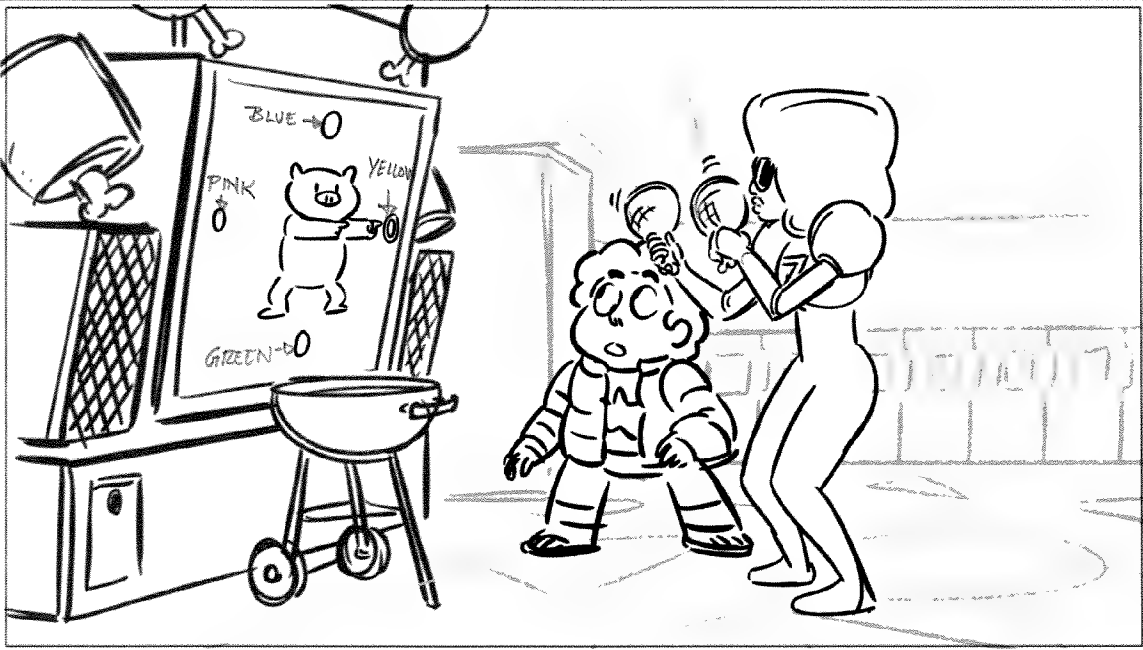
GAME (off-screen): OH, TASTY! KEEP IT UP!

Slugging

2.11

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Scene	Panel
84	1



Dialog

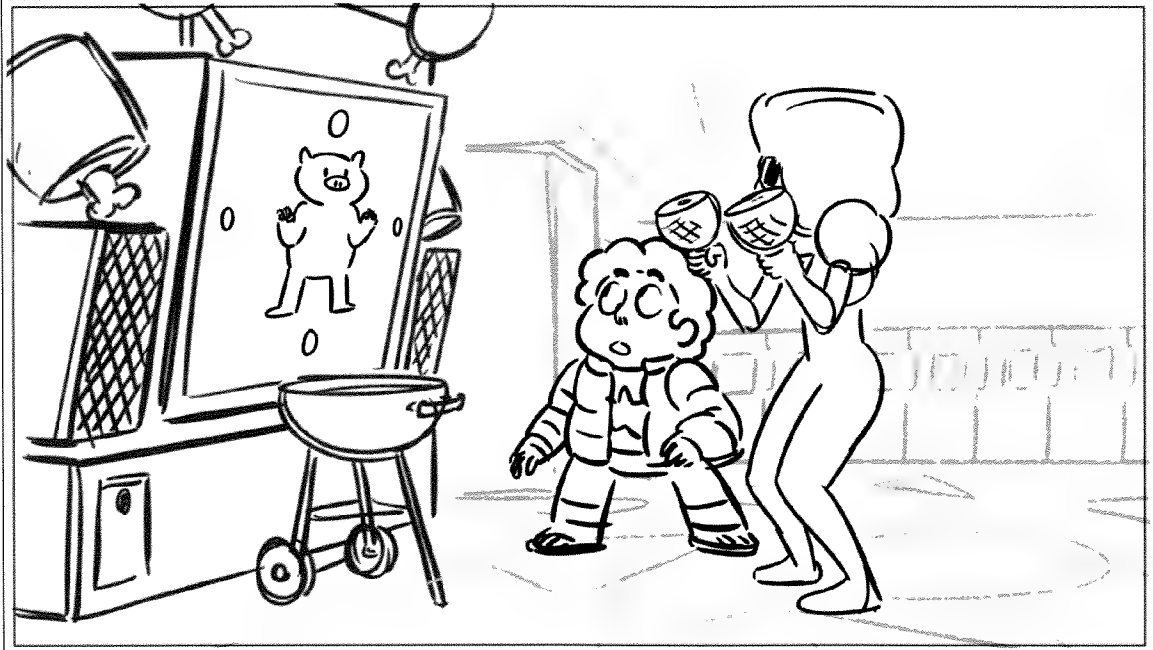
GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!

Slugging

Panels 1 to 16 = 6.04

Scene	Panel
84	2



Dialog

GAME: SHAKE IT! TENDER!

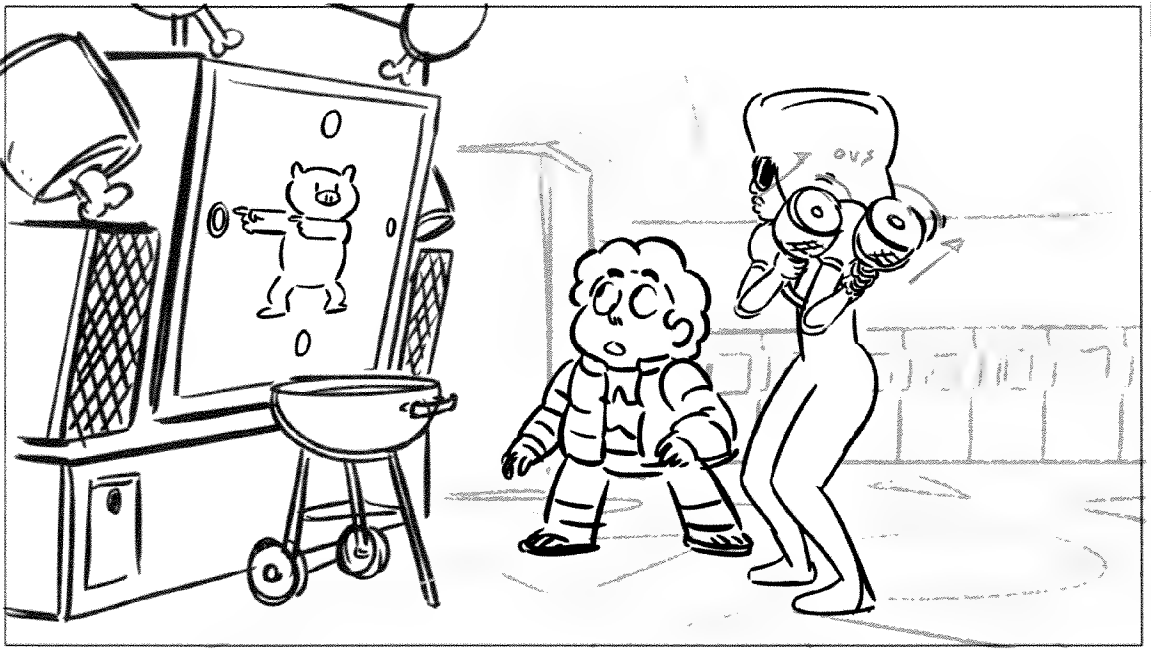
STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!

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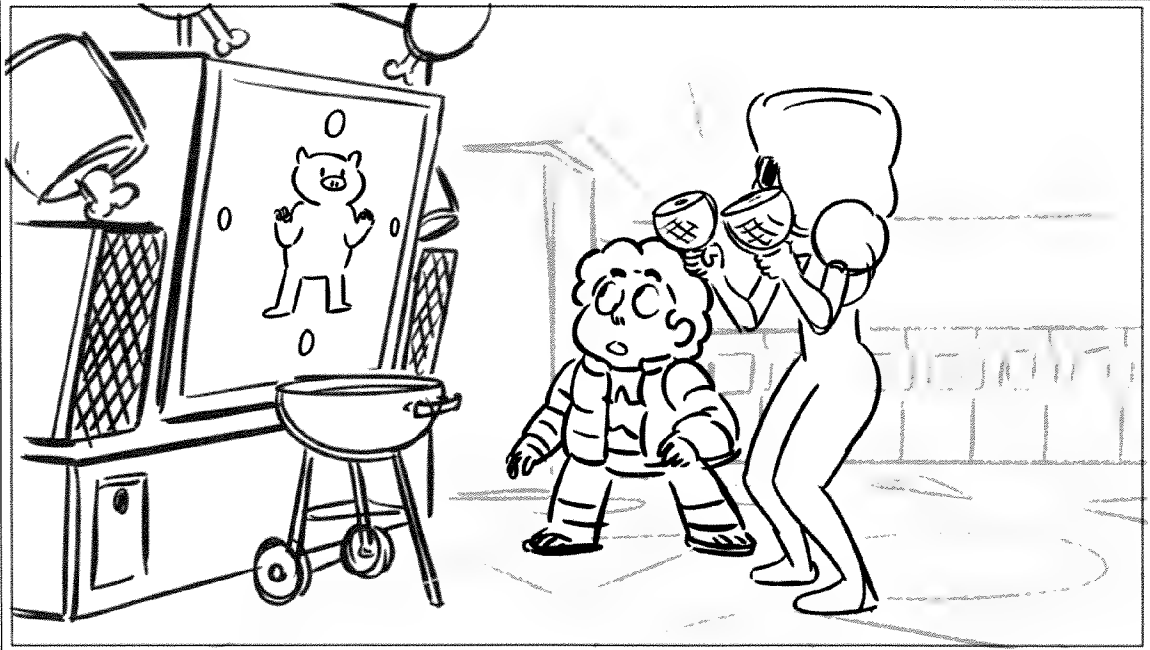
Scene 84 Panel 3



Dialog
GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!

Scene 84 Panel 4



Dialog
GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!

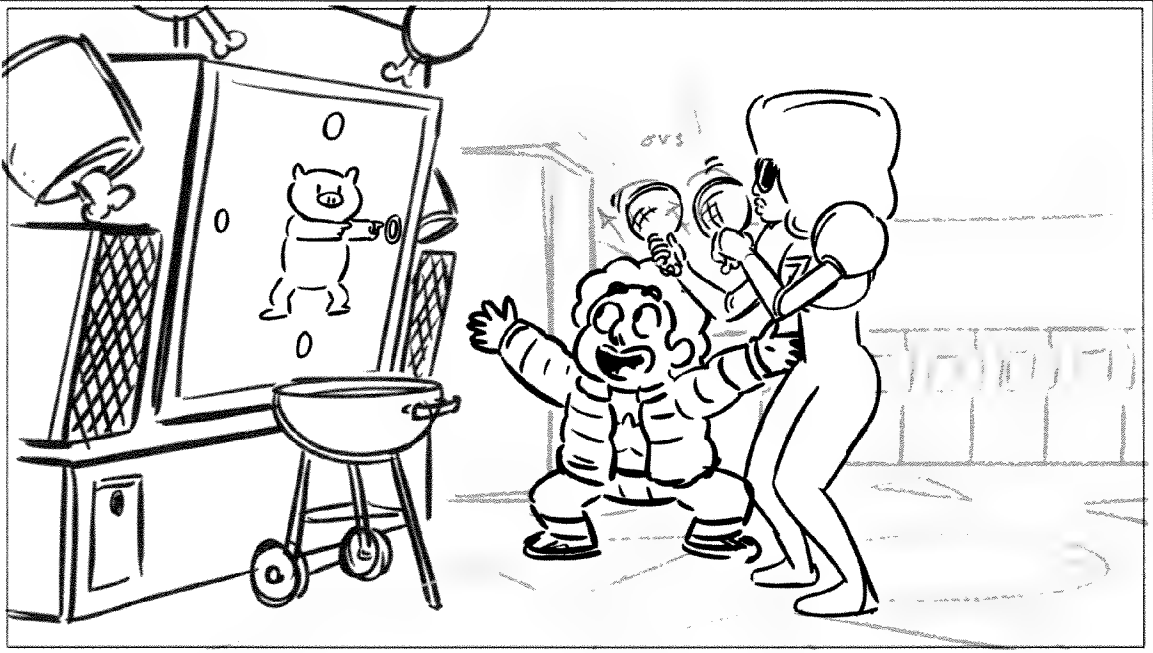
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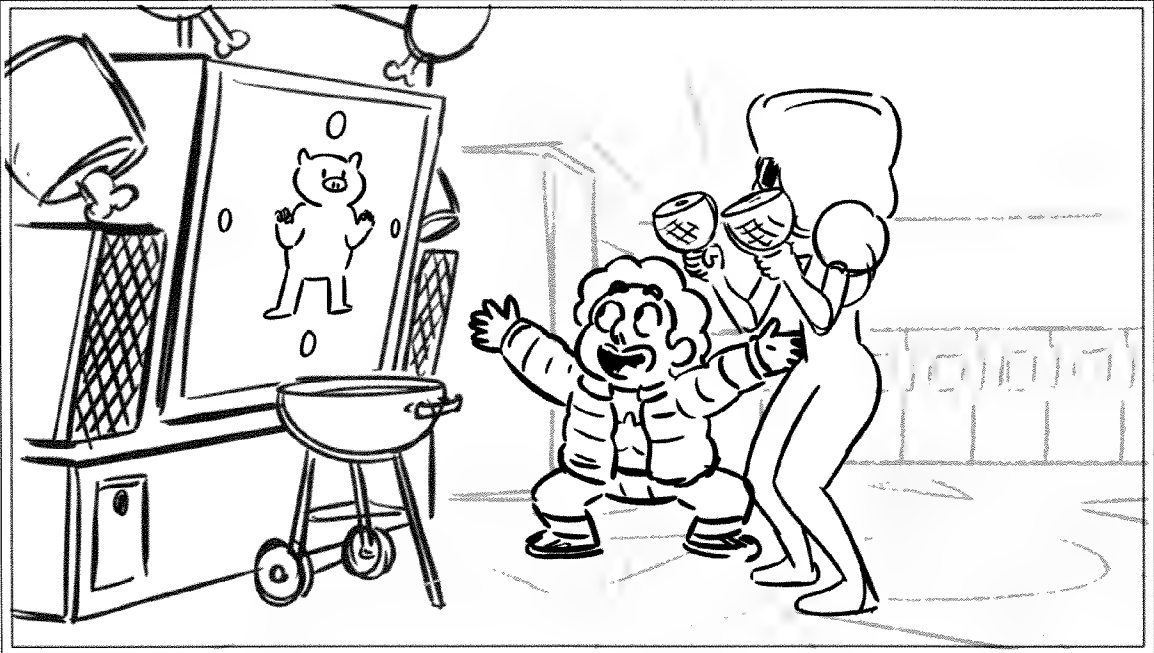
Scene Panel
84 **ONT** 5



Dialog
GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHAHA!

Scene Panel
84 **ONT** 6

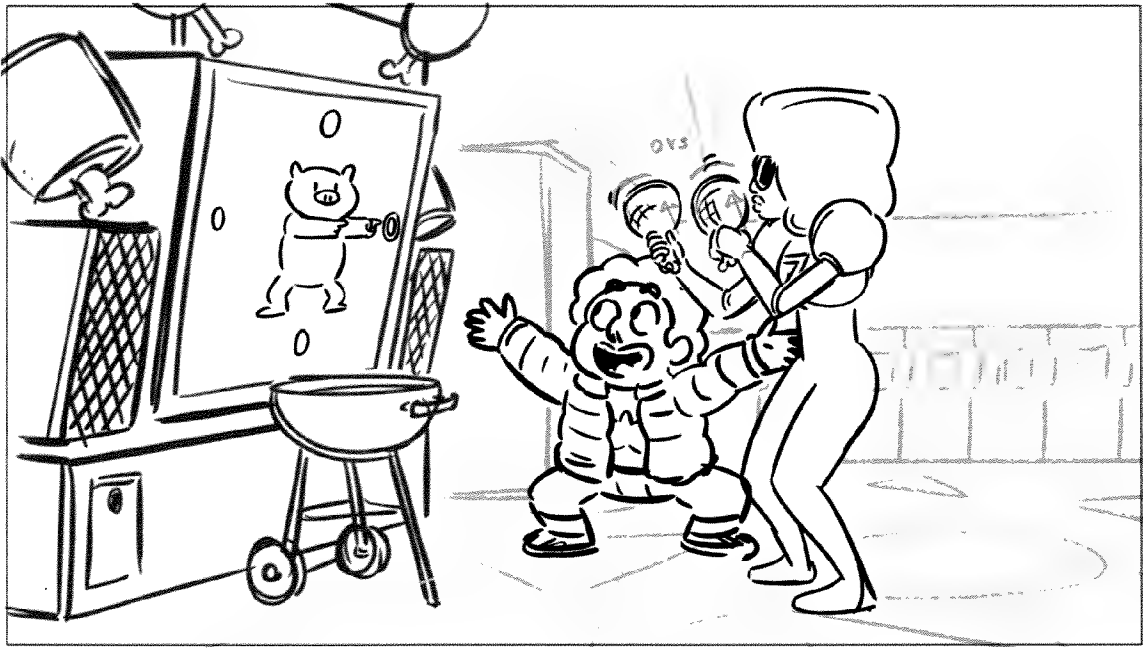


Dialog
GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHAHA!

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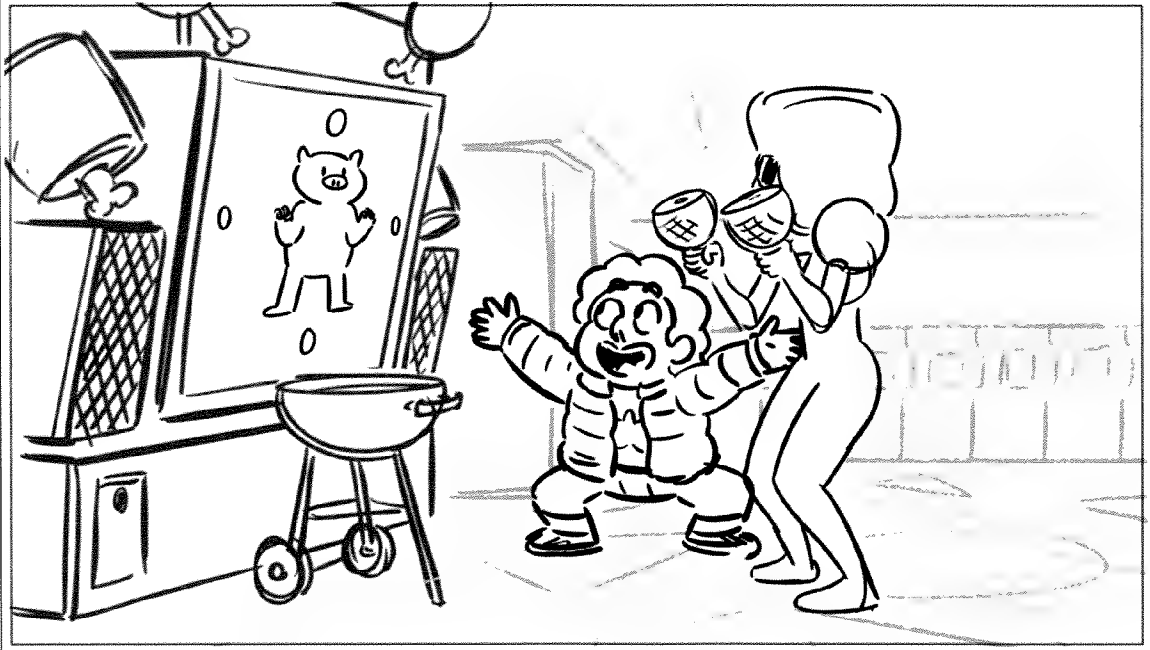
Scene 84 Panel 7



Dialog
GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!

Scene 84 Panel 8



Dialog
GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!

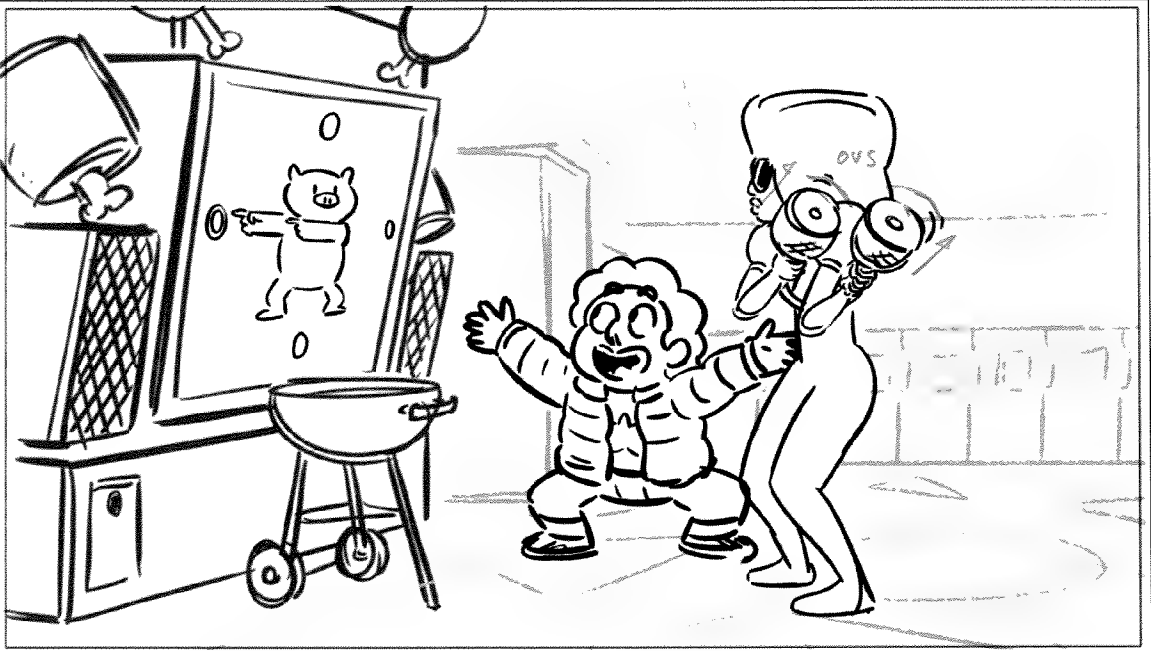
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NO PGS 205-207

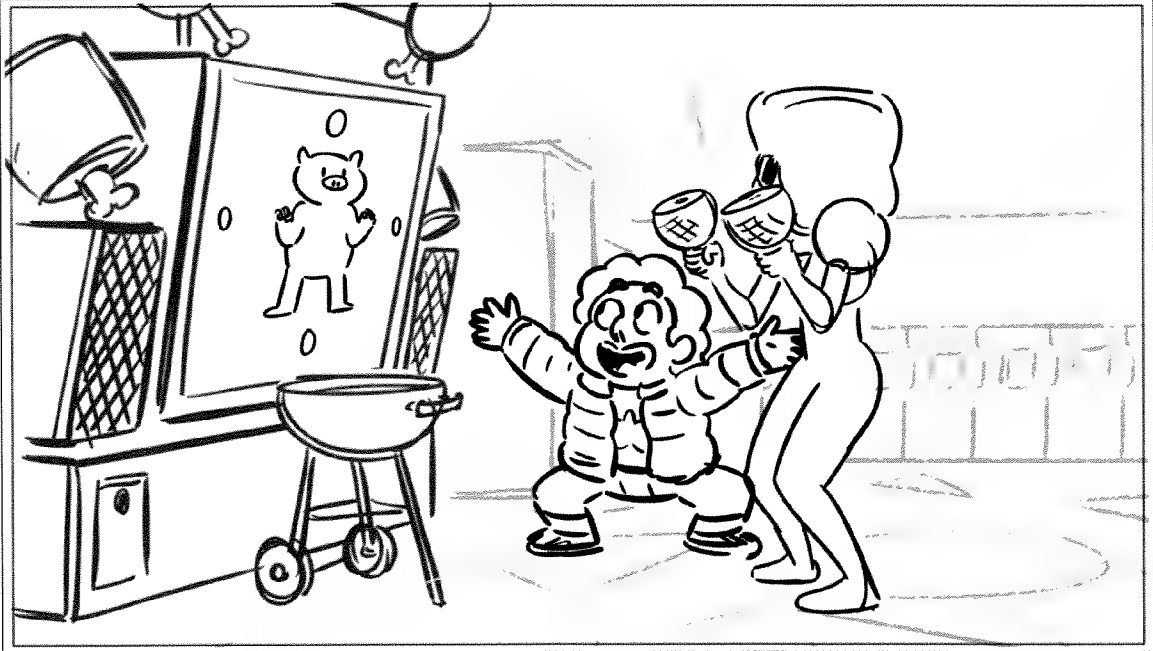
Scene	Panel
84	cont 9



Dialog
GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!

Scene	Panel
84	cont 10



Dialog
GAME: SHAKE IT! TENDER!

STEVEN: AWESOME! GARNET YOU'RE SO GOOD AT THIS!! HAHHAH!


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1020.009

1020.009

Scene	Panel
85	1



Dialog
STEVEN: WHEW!

Slugging
Panels 1 + 2 = 1.12

Notes
HU pose to previous

Scene	Panel
85	<i>cont</i> 2



Dialog
STEVEN: WHEW!

Notes
HU
JUN 17 2013

1020.009

1020.009

Scene	Panel
85	3



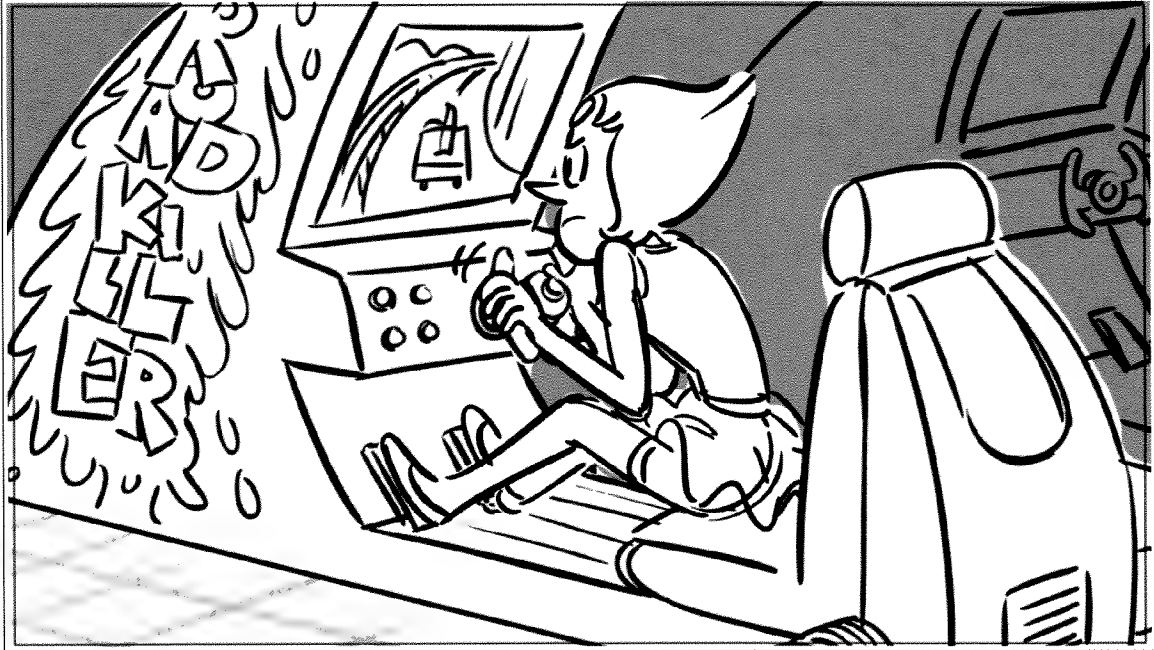
Dialog

STEVEN: I WONDER HOW THE OTHERS ARE DOING?

Slugging

2.12

Scene	Panel
86	1



Dialog

GAME: YOU'RE HORRIBLE.

Slugging

1.13

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1020.0701

1020-009

Scene	Panel
	86 <i>cont</i>
	2



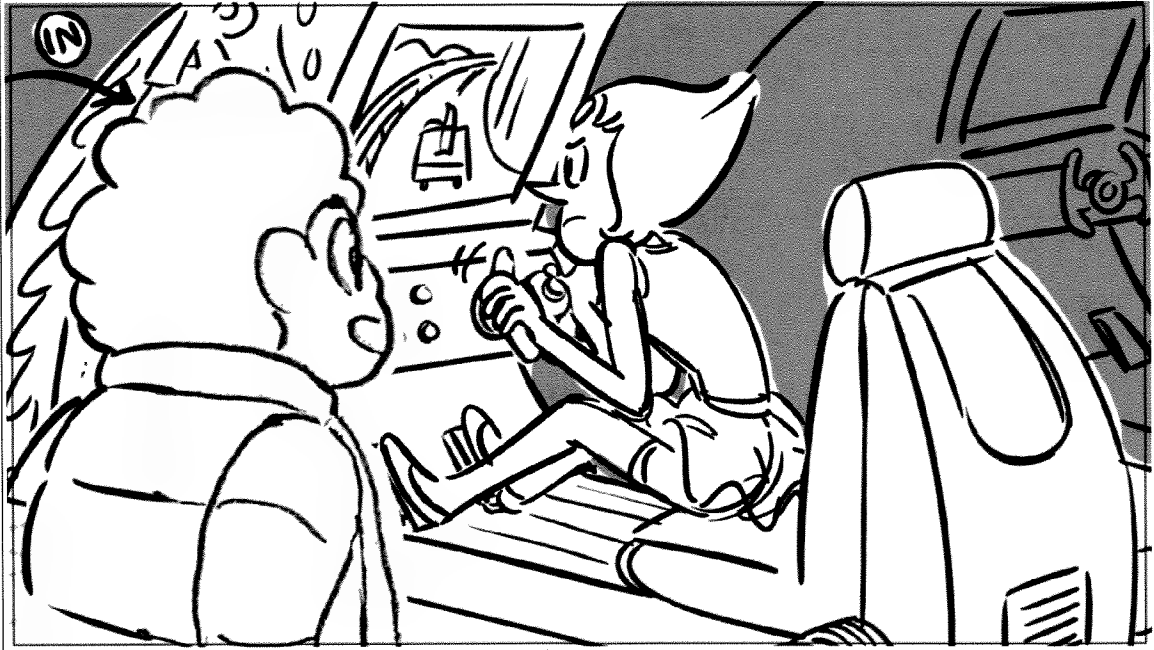
Dialog

PEARL: STOP SAYING THAT!

Slugging

2.06

Scene	Panel
	86 <i>cont</i>
	3



Dialog

STEVEN: HAVING FUN?

Action Notes

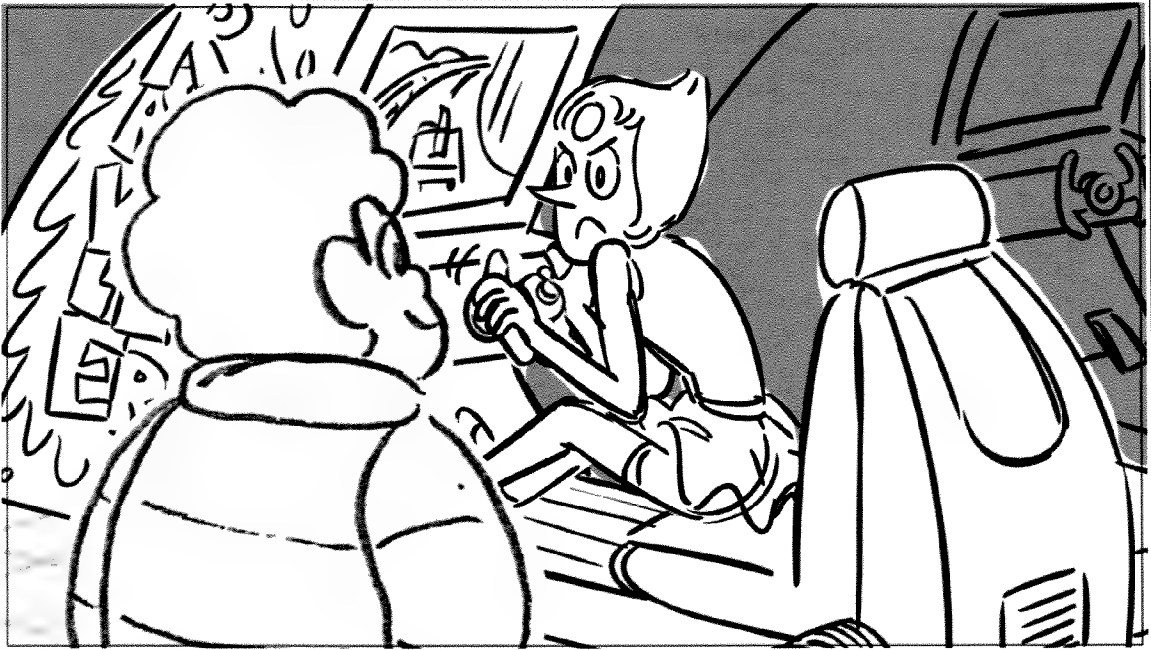
STEVEN in

Slugging

1.08

1020-009

Scene	Panel
86	4



Slugging
0.15

Scene	Panel
87	1



Dialog
PEARL: WHY AM I DOING SO BADLY?!

Slugging
Panels 1 + 2 = 4.15

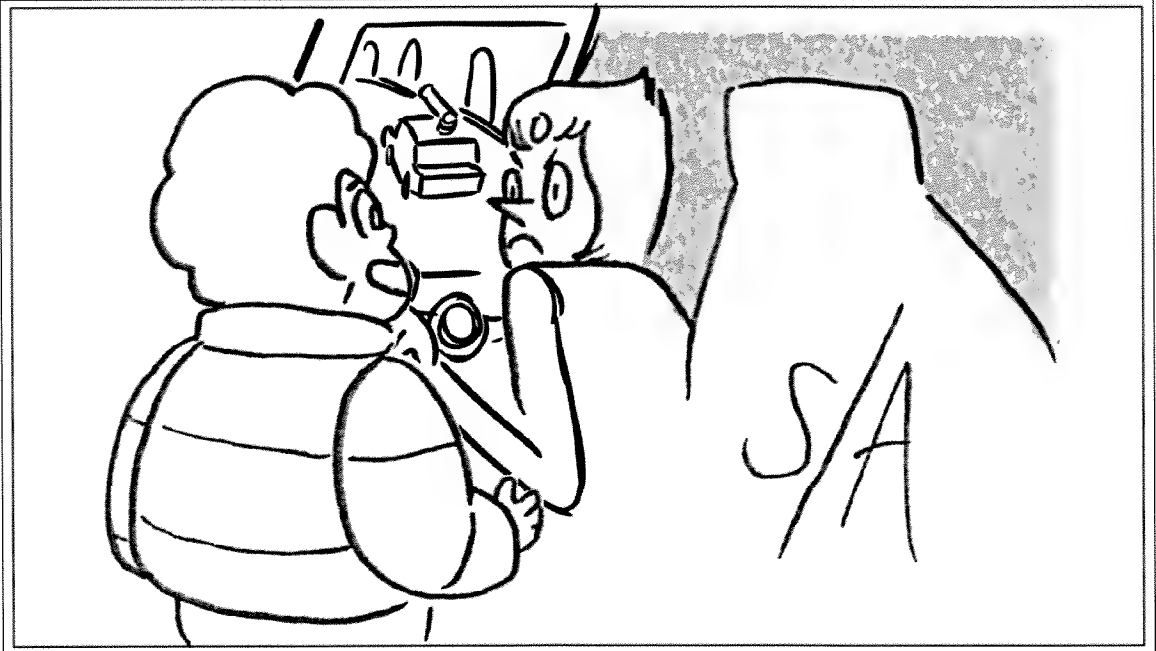
JUN 17 2013

Scene	Panel
87	<i>CONT</i> 2



Dialog
PEARL: I HAVEN'T CRASHED INTO ANYTHING!

Scene	Panel
88	1

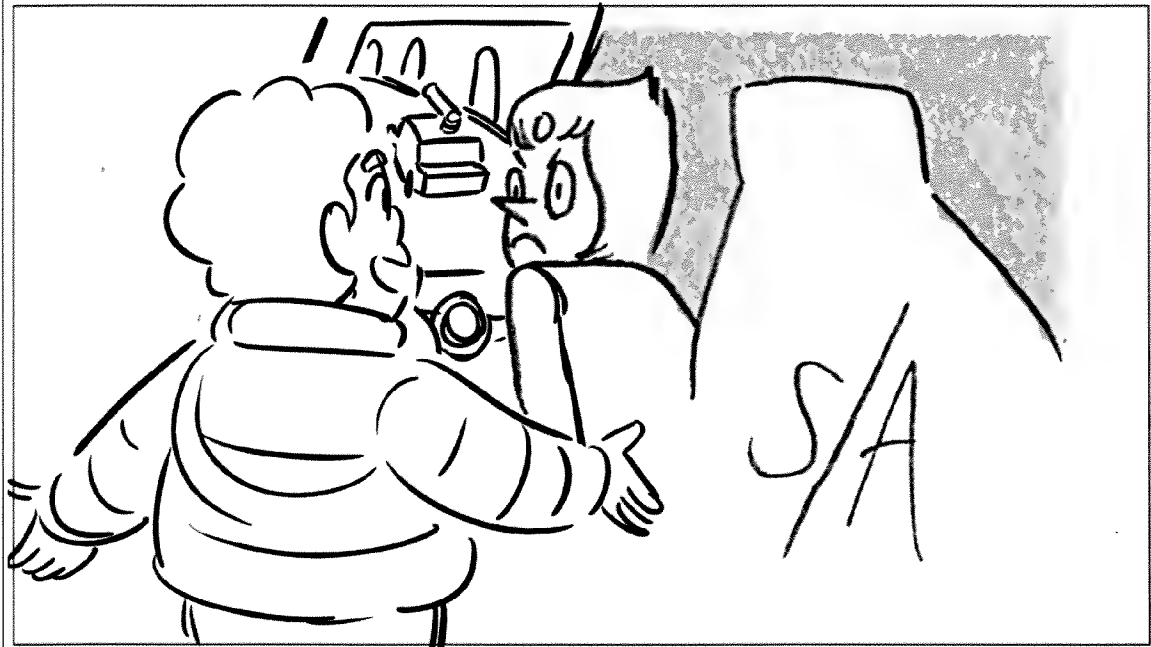


Dialog
STEVEN: YOU'RE SUPPOSED TO CRASH INTO

Slugging
Panels 1 + 2 = 4.00

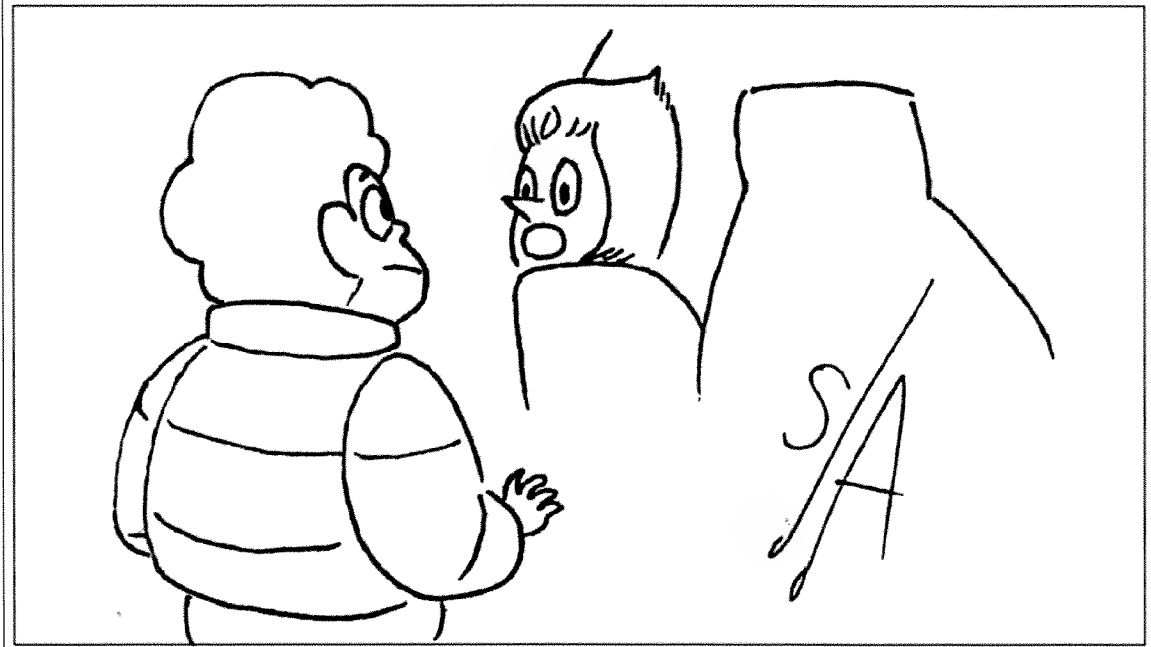
JUN 17 2013

Scene	Panel
88	<i>CONT</i>
2	



Dialog
STEVEN: EVERYTHING.

Scene	Panel
88	<i>CONT</i>
3	



Dialog
PEARL: WHAT? THAT'S HORRIBLE!

Slugging
2.12

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1020.009

1020.009

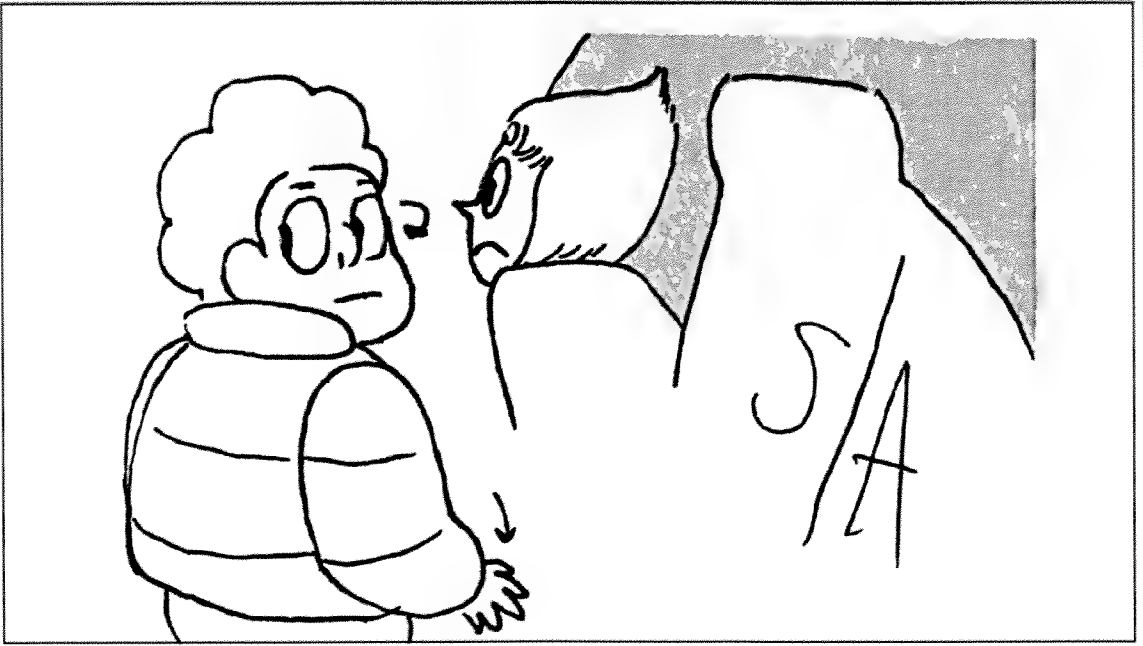
Scene	Panel
88	<i>cont</i>
4	



Dialog
GAME: YOU'RE HORRIBLE!

Slugging
1.13

Scene	Panel
88	<i>cont</i>
5	



Slugging
0.09

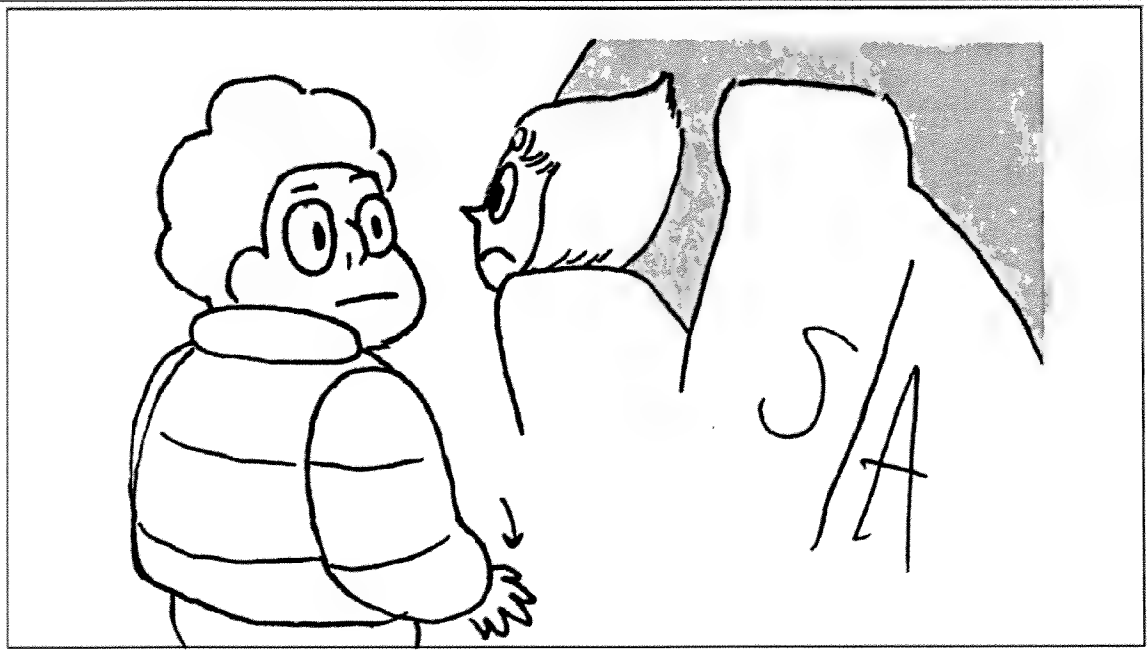
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1020.009

1020.009

1020.009

Scene	Panel	
	88	<i>CONT</i>
		6



Slugging
0.14

Scene	Panel	
	88	<i>CONT</i>
		7



Dialog
STEVEN: AMETHYST!

Slugging
1.06

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1020.009

1020.009

Scene	Panel
88	<i>cont</i> 8



Slugging
0.04

Scene	Panel
88	<i>cont</i> 9



Action Notes
STEVEN out

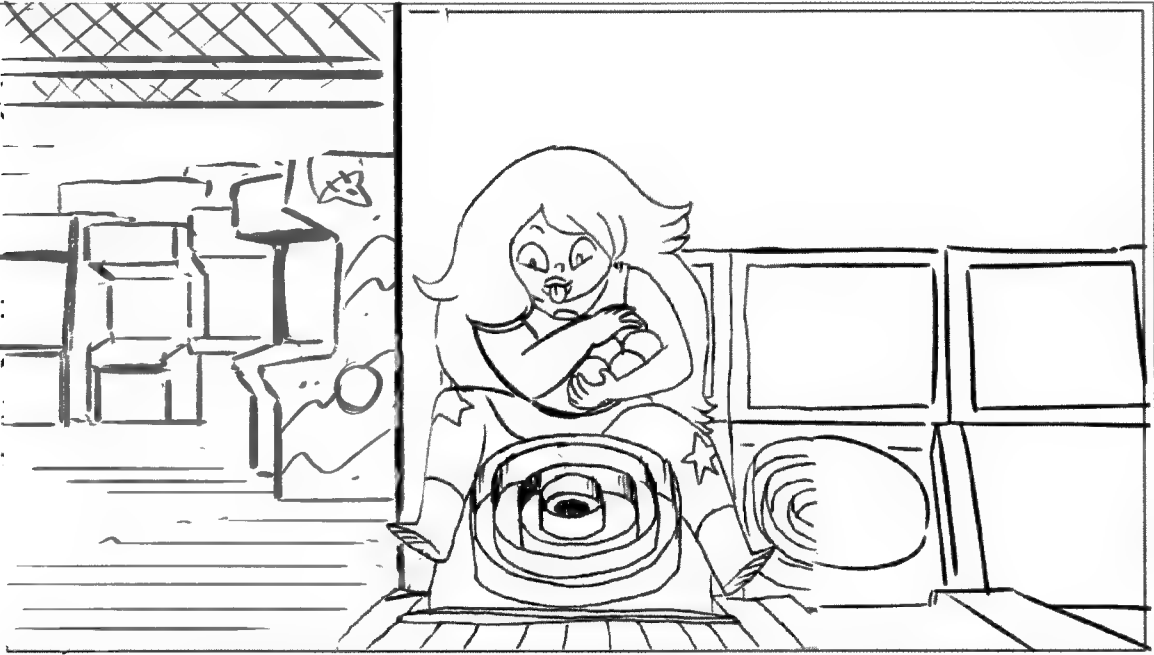
Slugging
0.12

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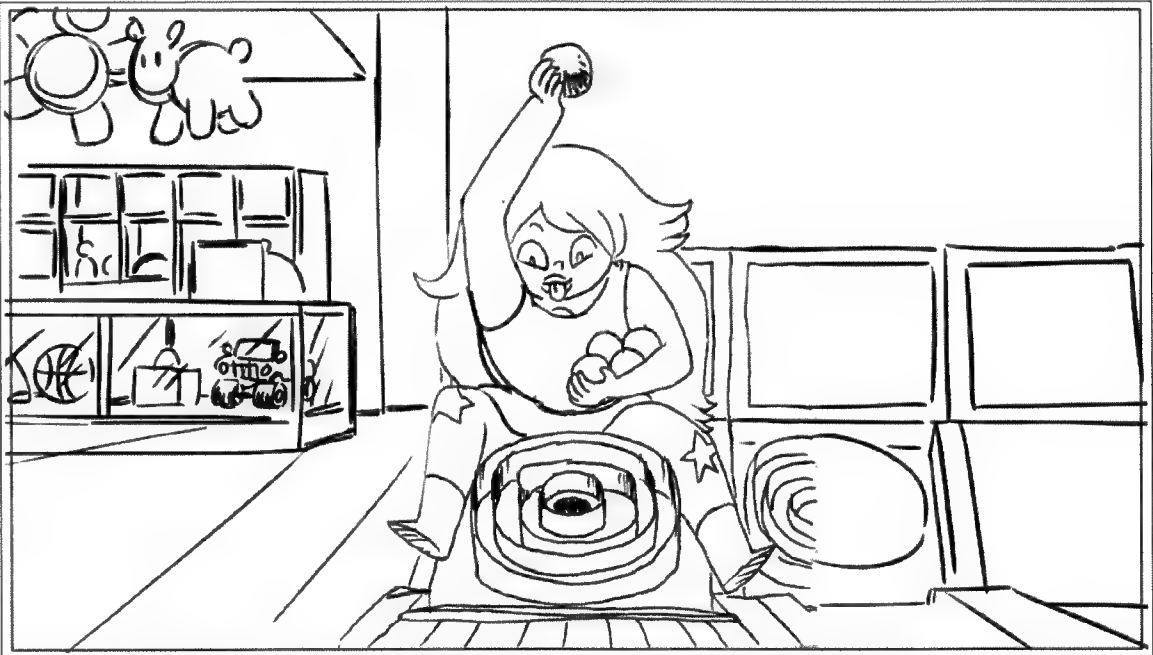
1020-009

Scene	Panel
89	1



Slugging
Panels 1 to 3 = 2.05

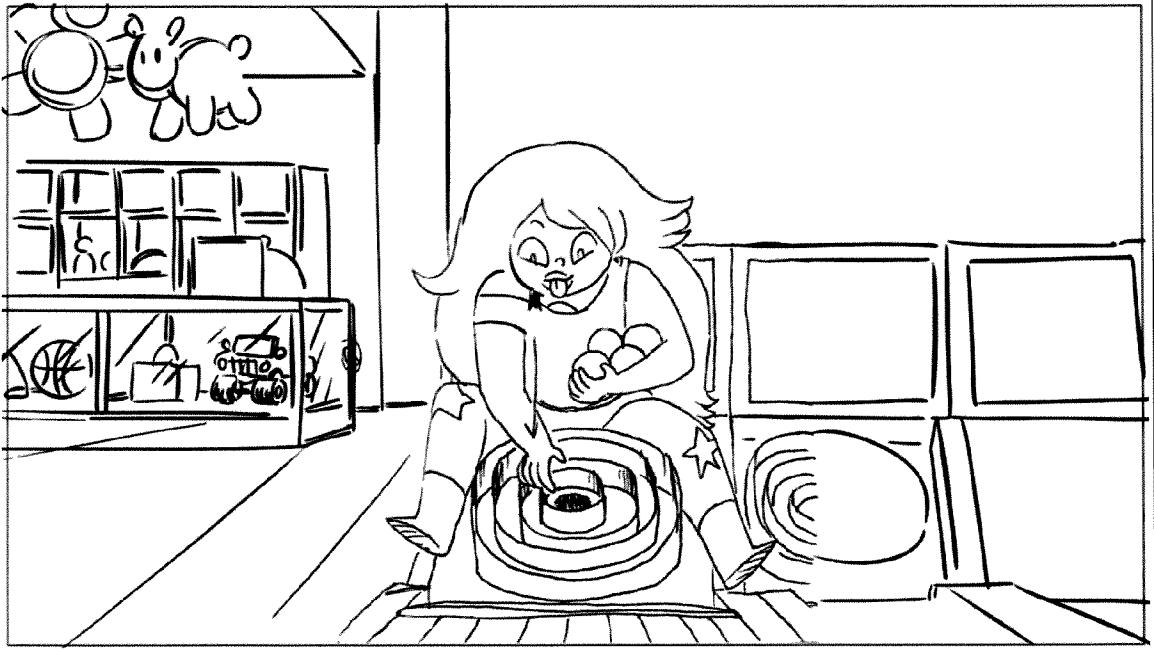
Scene	Panel
89	2



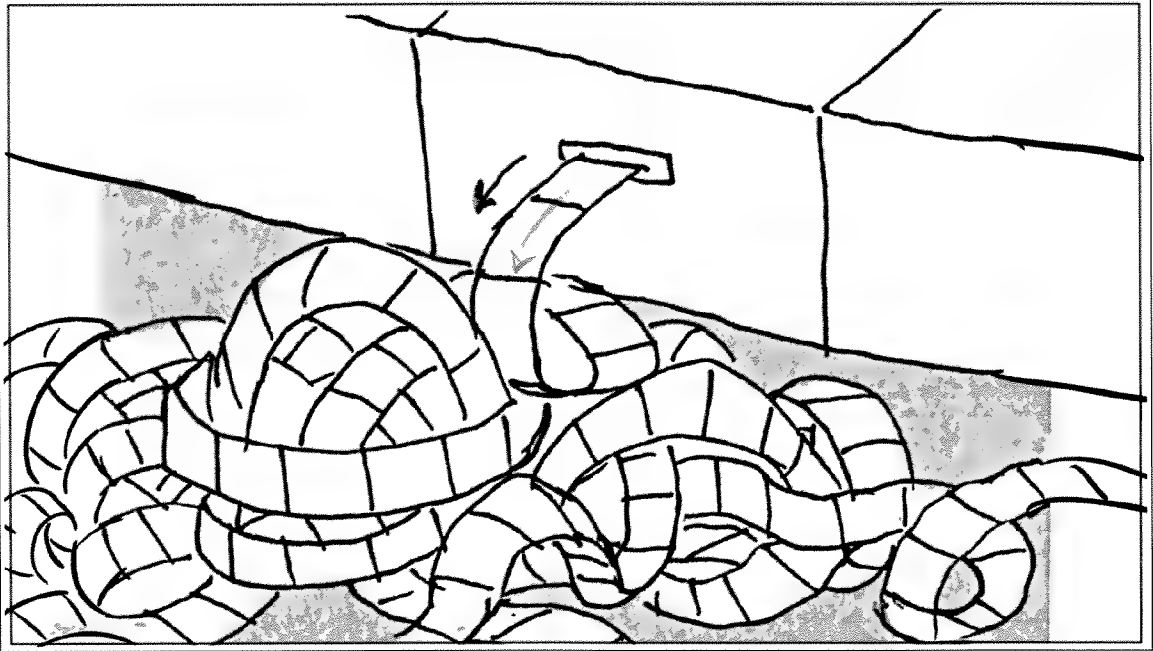
Dialog
AMETHYST: PFFBT! PFFBT! PFFBT! PFFBT! PFFBT! PFFBT!

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Scene	Panel
89	UNT
	3



Scene	Panel
90	1



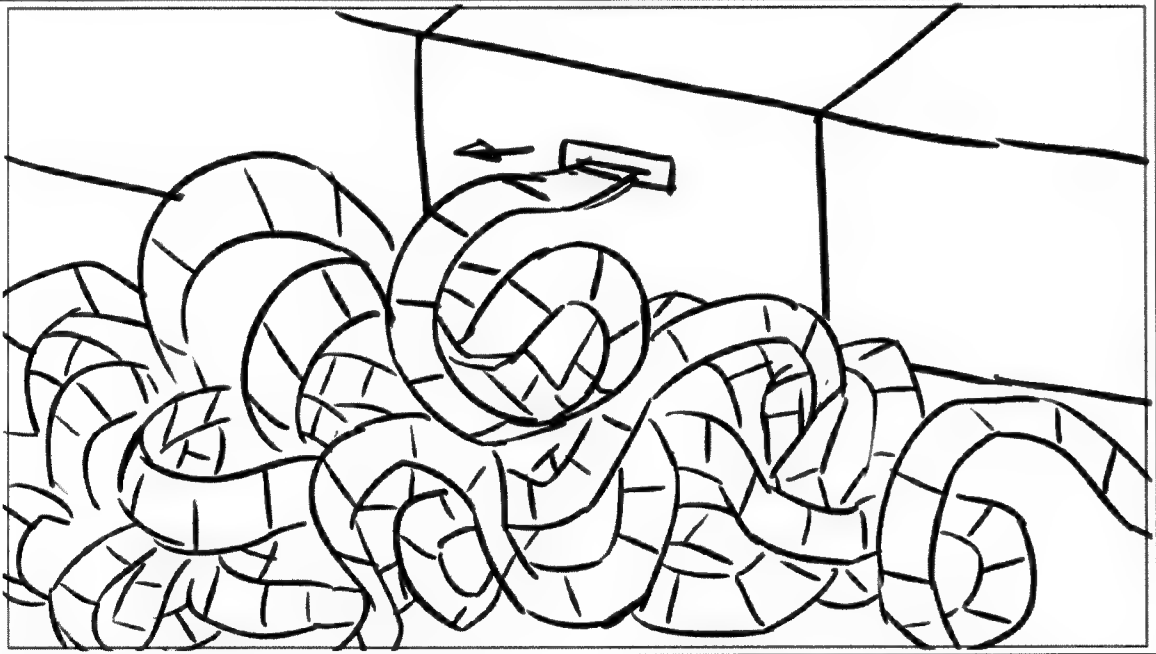
Slugging
Panels 1 + 2 = 2.04

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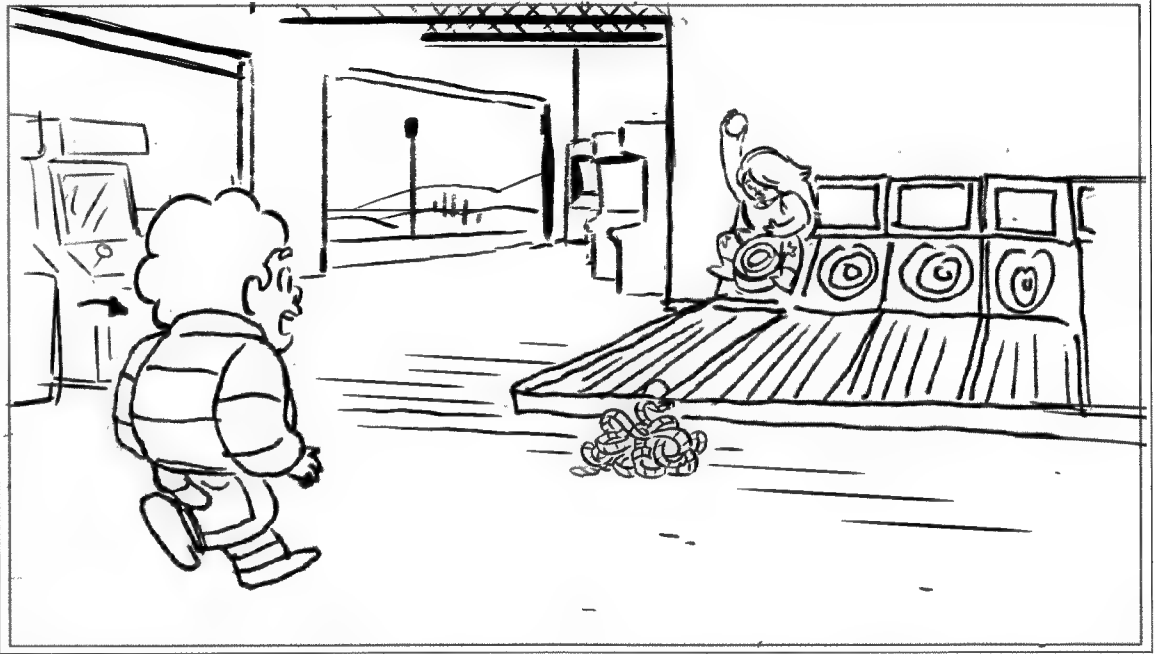
1020.009

1020.009

Scene	Panel	
	90	2



Scene	Panel	
	91	1



Slugging
0.04

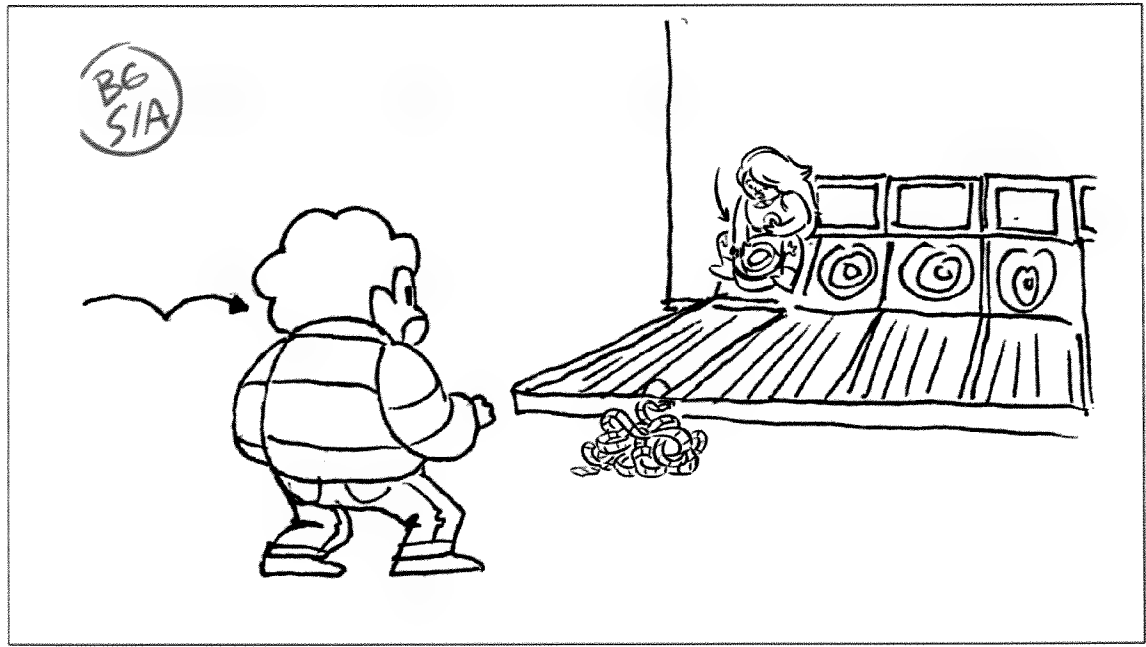
JUN 17 2013

1020.009

1020.009

1020.009

Scene	Panel
91	CONT 2



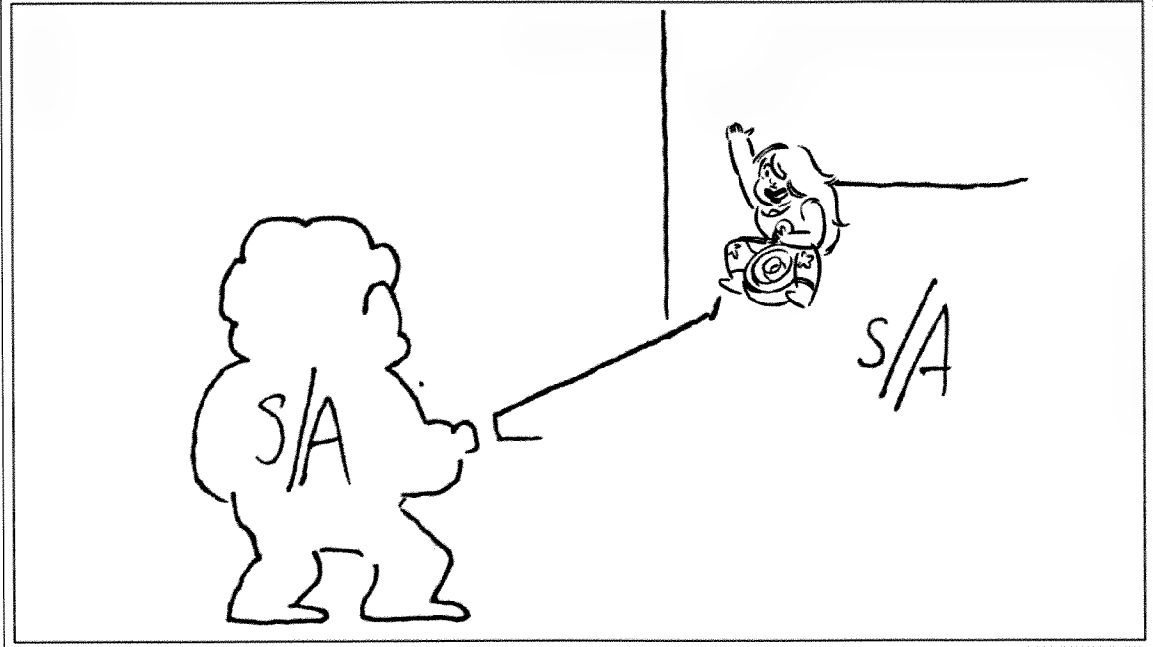
Dialog

STEVEN: WHAT ARE YOU DOING?!

Slugging

1.07

Scene	Panel
91	CONT 3



Dialog

AMETHYST: I'MA WIN AN AIRPLANE!

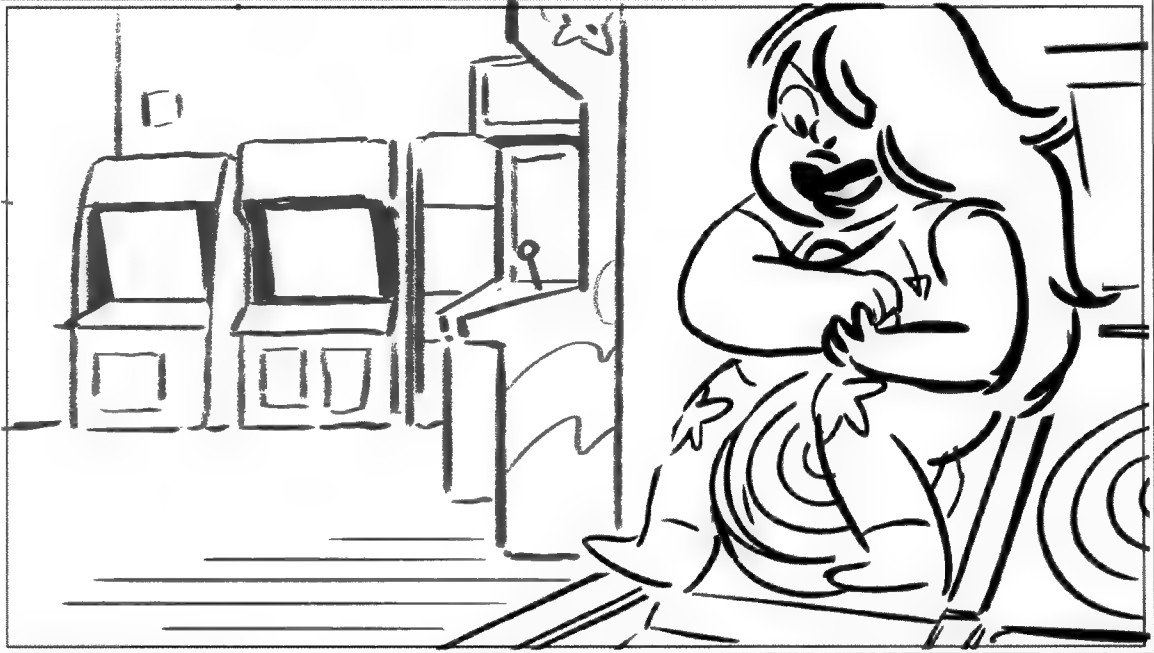
Slugging


3.06

JUN 17 2013

1020.009

1020.009

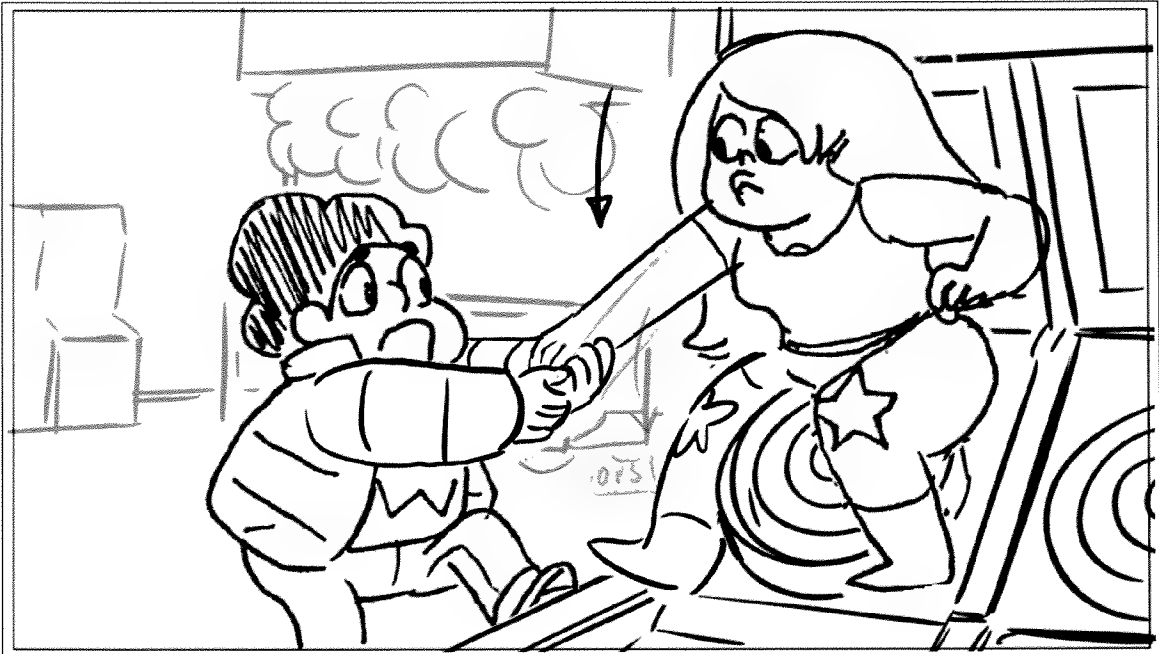
Scene	92	Panel	1
			
<p>Action Notes</p> <p>H.U. AMETHYST to previous scene</p>			
<p>Slugging</p> <p>Panels 1 + 2 = 0.11</p>			

Scene	92	Panel	2
			
<p>Dialog</p> <p>STEVEN: THAT'S CHEATING! YOU'RE GONNA GET US IN SO MUCH---</p>			
<p>Action Notes</p> <p>Steven IN screen left.</p> <p>JUN 1 7 2013</p>			

1020-009

1020-009

Scene	Panel	
	92	<i>CONT</i>
		3



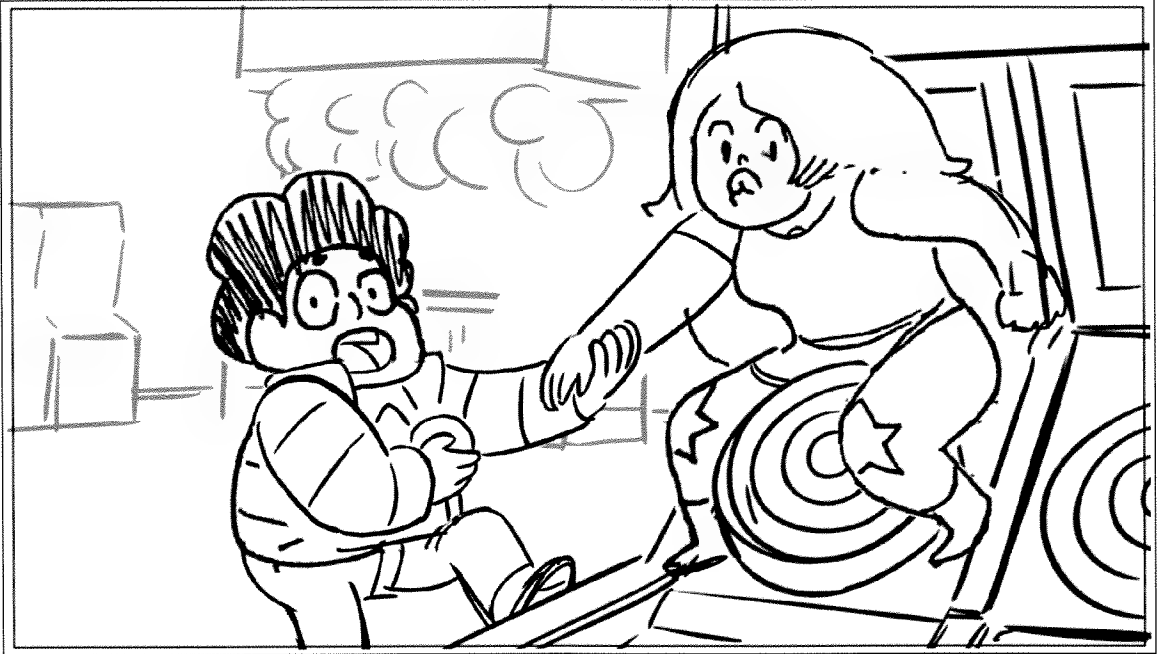
Dialog

STEVEN: THAT'S CHEATING! YOU'RE GONNA GET US IN SO MUCH---

Slugging

3.09

Scene	Panel	
	92	<i>CONT</i>
		4



Dialog

MR. SMILEY: HEY!

Slugging

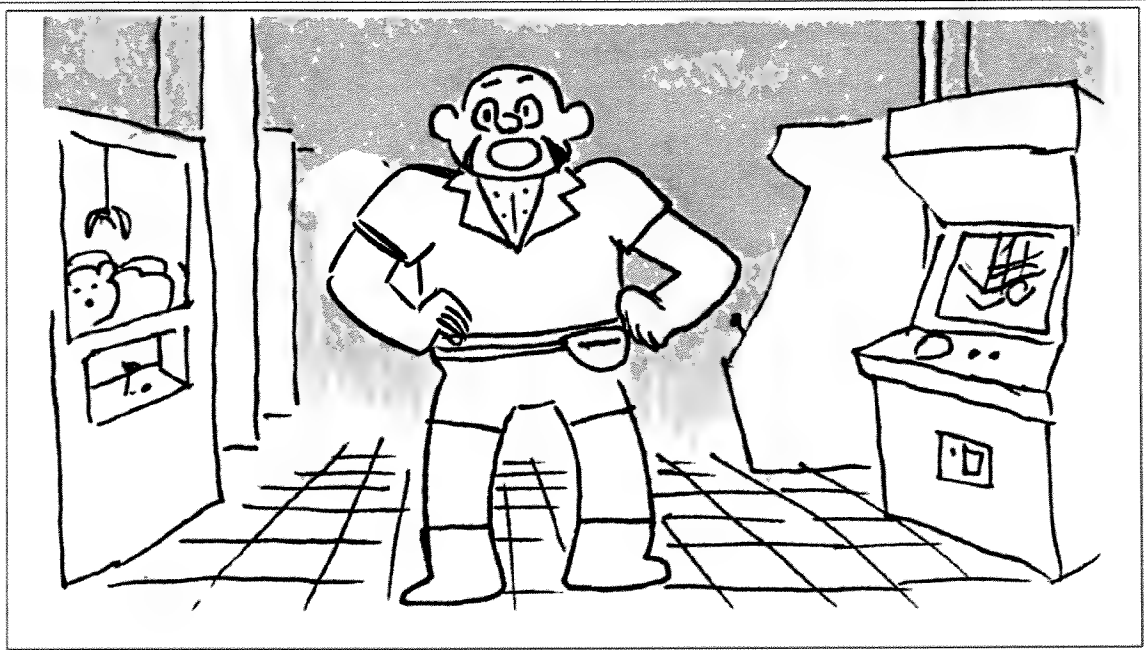
0.12

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1020.009

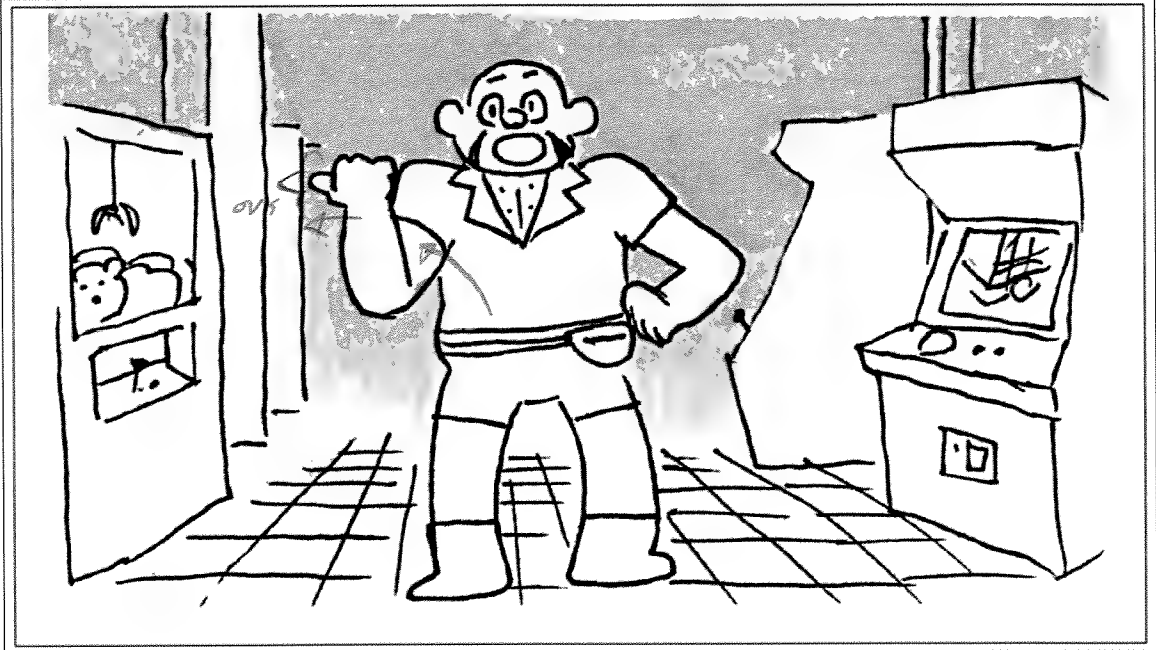
Scene	Panel
93	1



Dialog
MR. SMILEY: DO YOU GUYS KNOW WHAT HAPPENED TO

Slugging
Panels 1 + 2 = 3.09

Scene	Panel
93	2



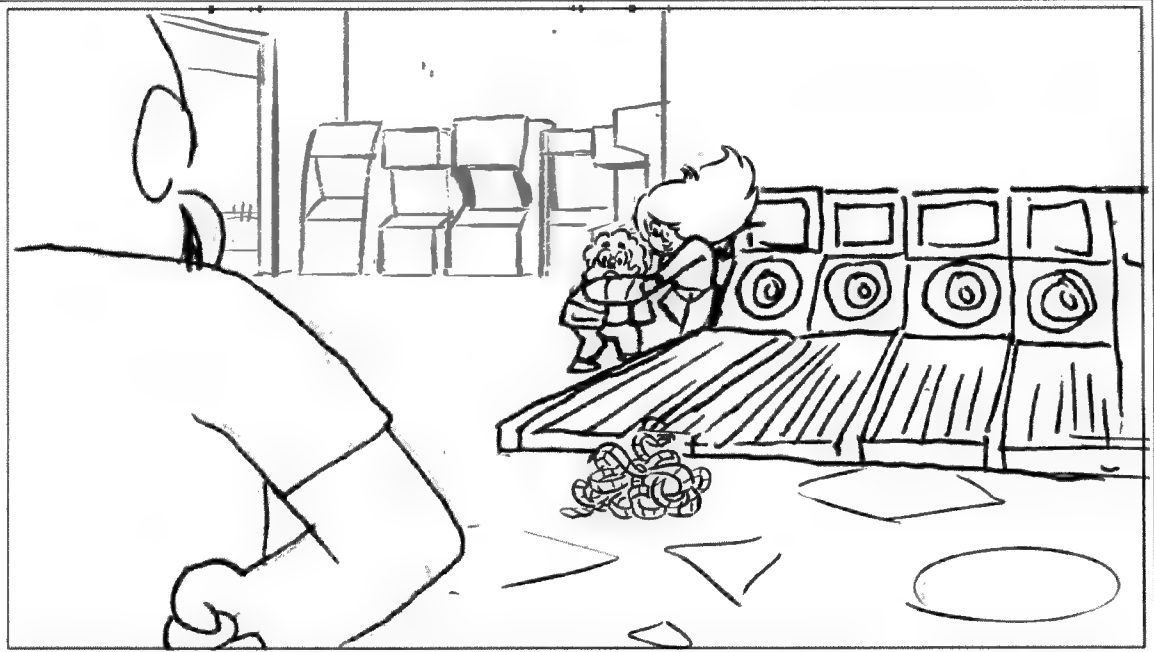
Dialog
MR. SMILEY: TEENS OF RAGE?

JUN 17 2013

1020.009

1020.009

Scene	Panel
94	1



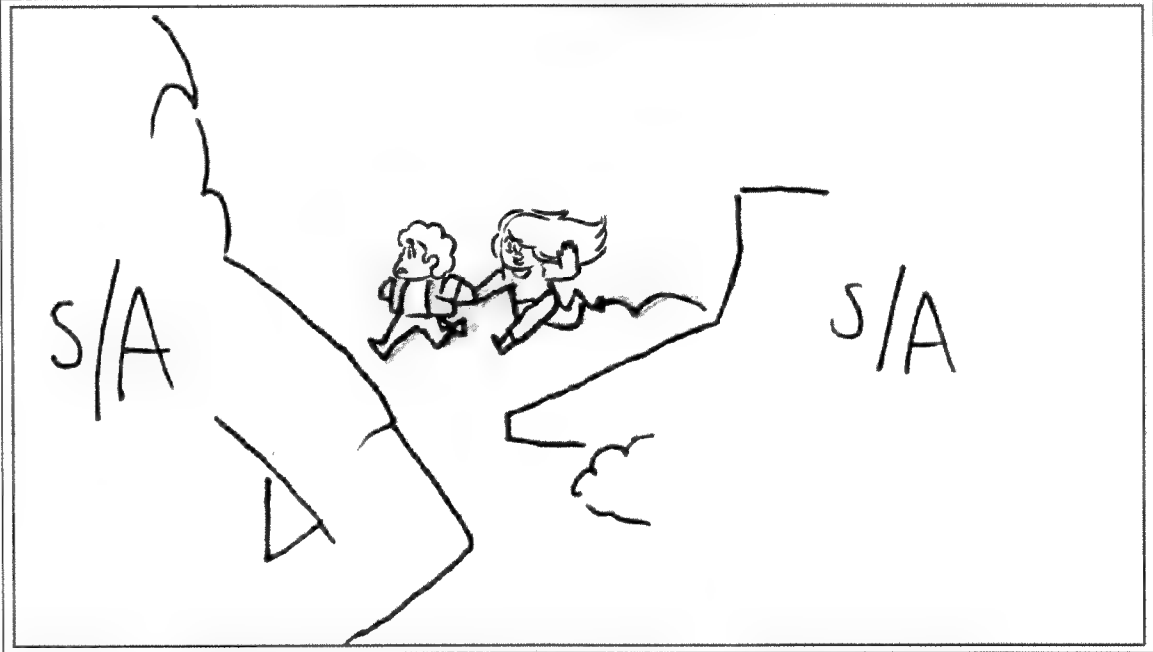
Dialog

STEVEN: LET'S RUN!

Slugging

2.06

Scene	Panel
94	2



Dialog

AMETHYST: THIS PLACE IS FUN!

Slugging

2.04

JUN 17 2013

1020.009

1020.009

Scene	Panel
95	1



Dialog

STEVEN: (*RUNNING) PEARL, WE'RE LEAVING!

Action Notes


BG PAN on trees in GAME SCREEN

Slugging

2.13

Scene	Panel
95	2

CONT



Dialog

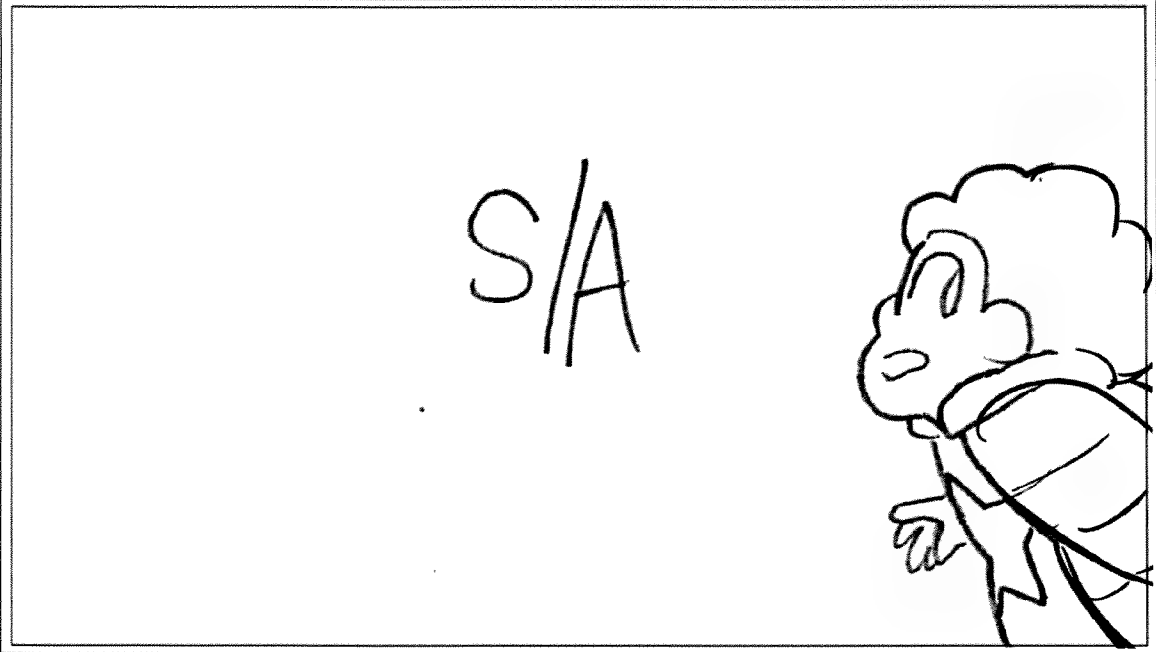
PEARL: GOOD!

Slugging

1.07

JUN 17 2015

Scene	Panel
95	<i>cont</i>
	3



Slugging
0.04

Scene	Panel
95	<i>cont</i>
	4



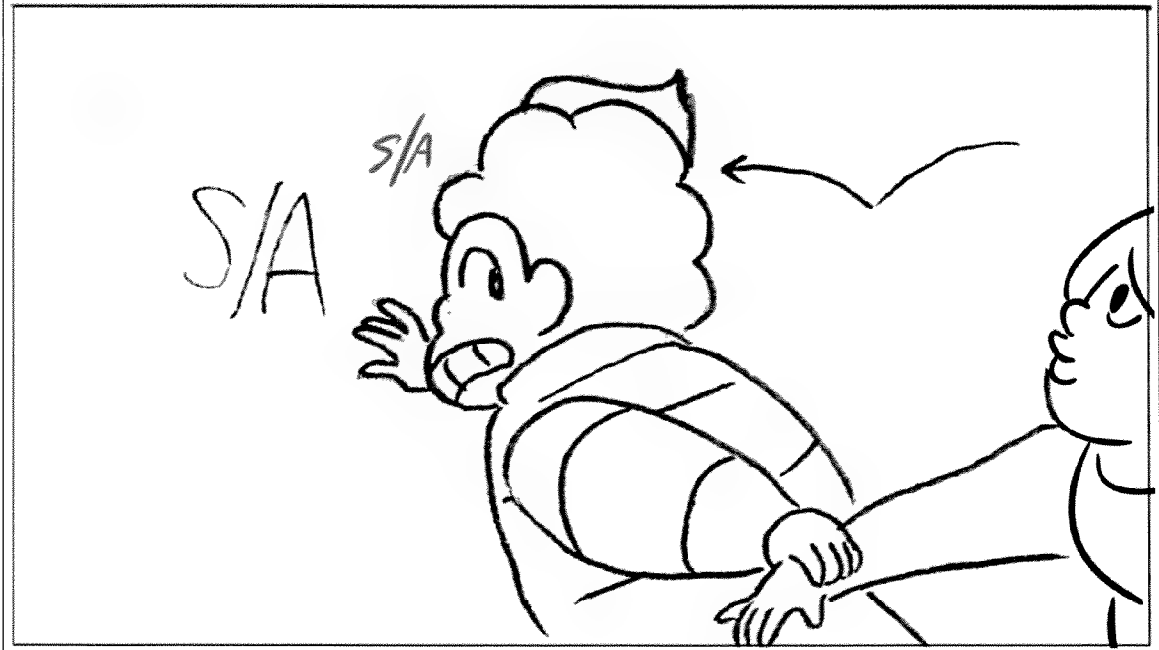
Slugging
0.06

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1020.009

1020.009

Scene	Panel
95	<i>CONT</i> 5



Slugging
0.04

Scene	Panel
95	<i>CONT</i> 6



Slugging
0.04

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1020.009

1020.009

Scene	Panel
95	cont
7	



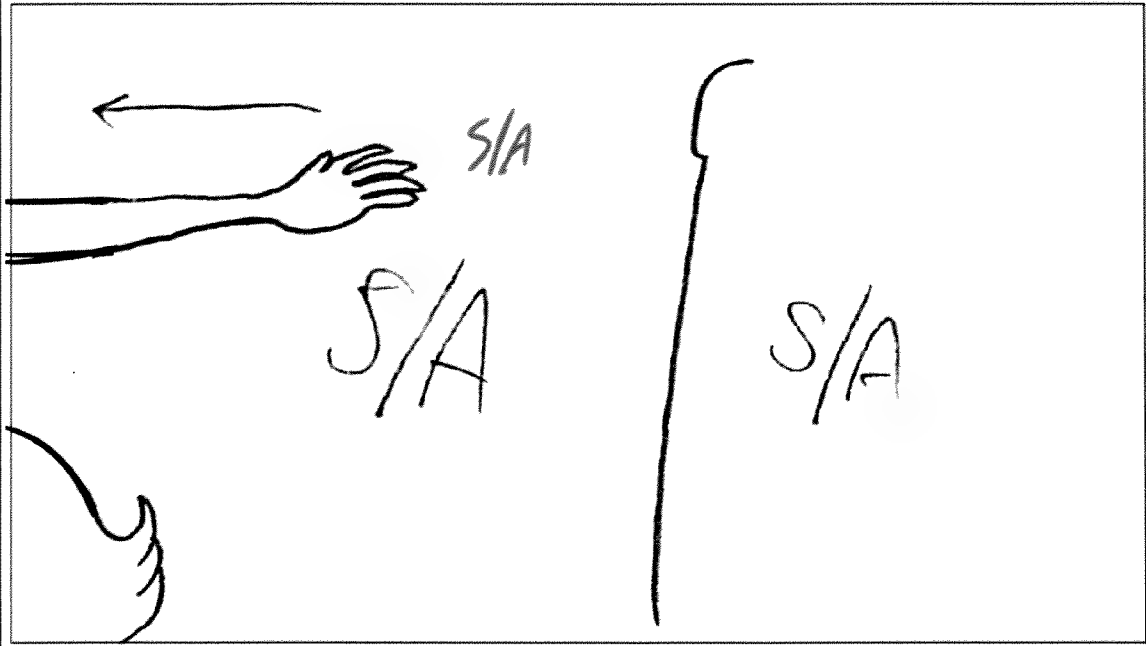
Slugging
0.04


Scene	Panel
95	cont
8	



Slugging
0.04

JUN 17 2013

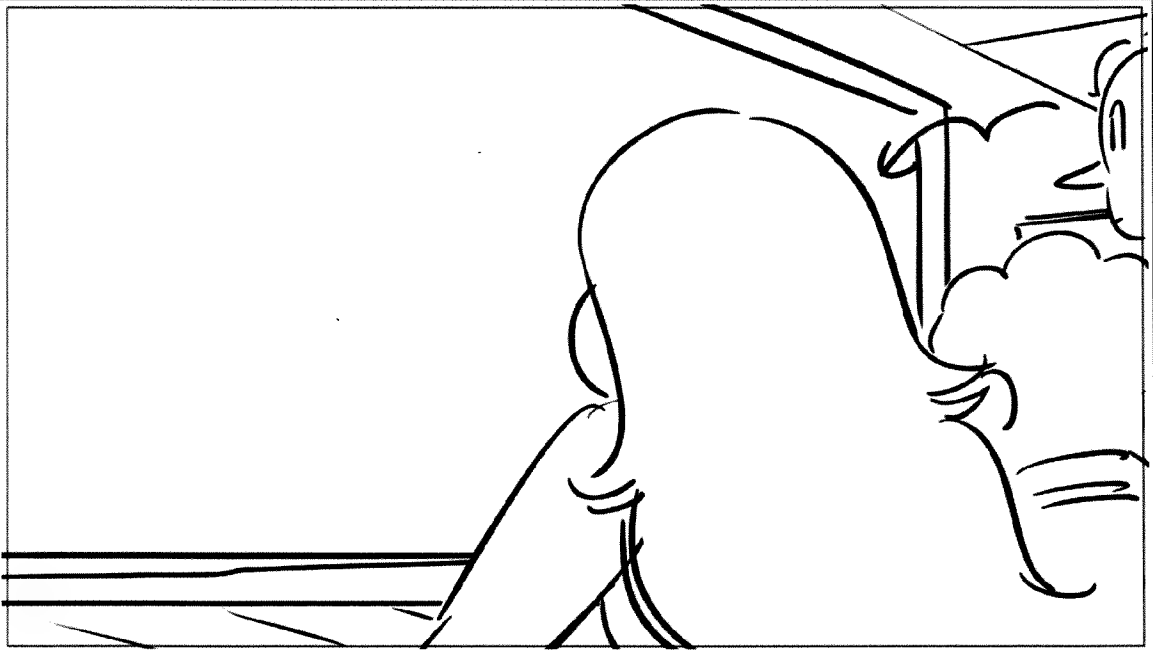
Scene	Panel
95	9
CONT	
	
Slugging 0.04	

Scene	Panel
95	10
CONT	
	
Dialog GAME: YOU'RE FANTASTIC!	
Action Notes ff	
Slugging 2.15	

1020.009

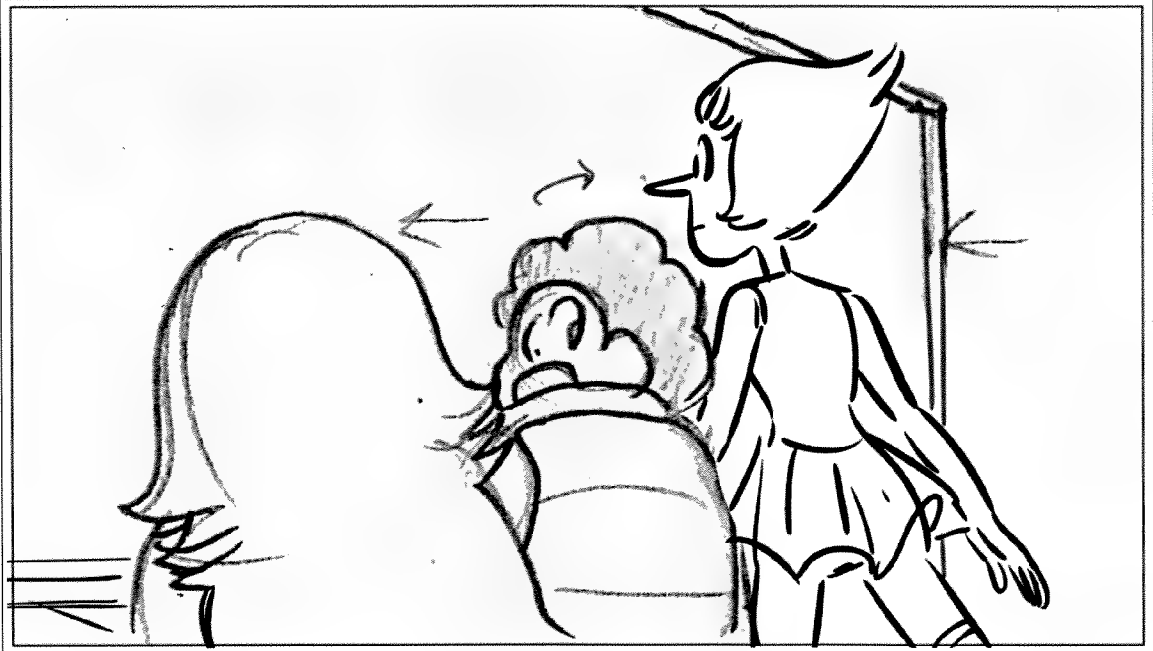
1020.009

Scene	Panel
96	1



Slugging
Panels 1 + 2 = 3.06

Scene	Panel
96	2 <i>CONT</i>



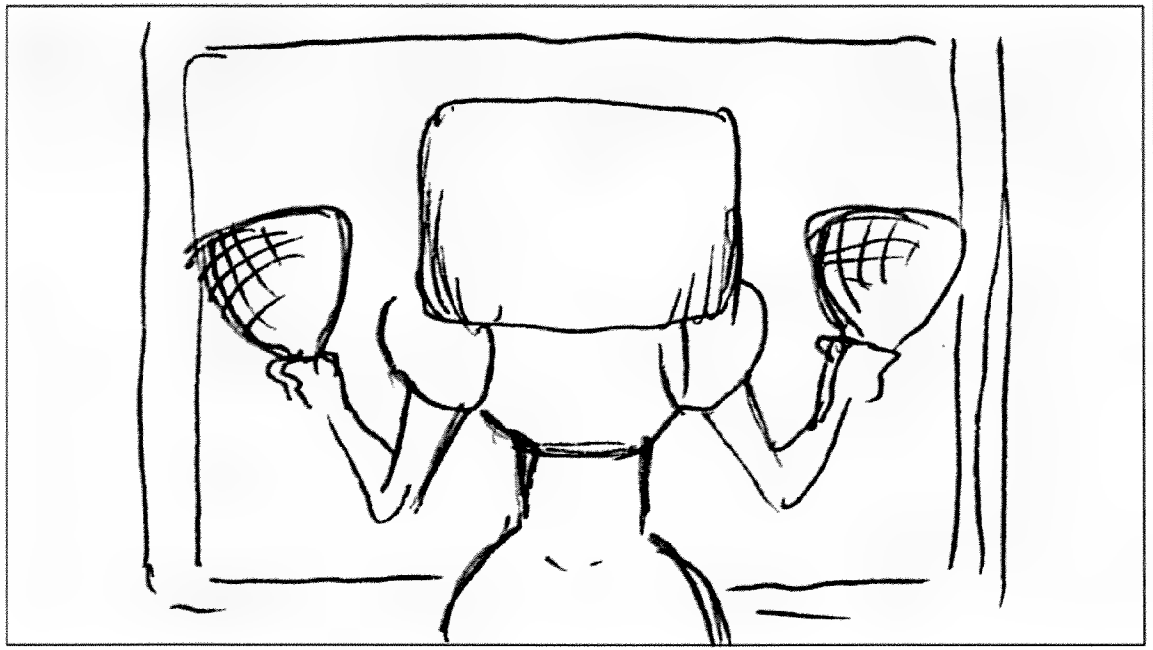
Dialog
STEVEN: GARNET, WE'RE LEAVING!

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1020.009

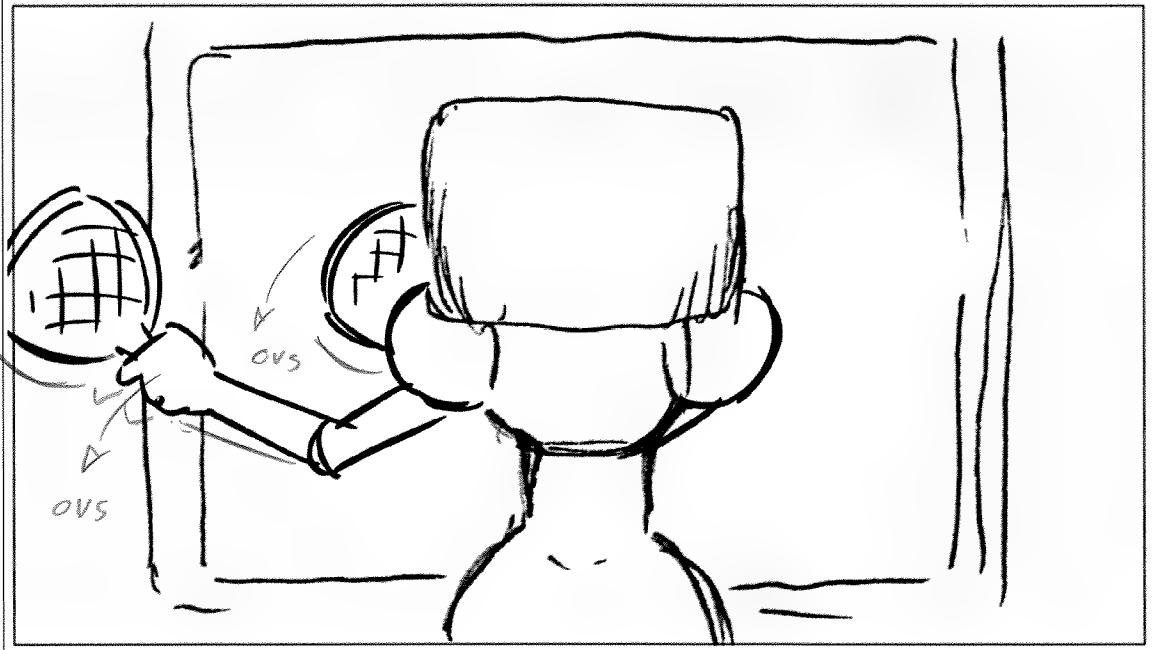
1020.009

Scene	Panel
97	1



Slugging
1 to 7 = 1.00

Scene	Panel
97	2



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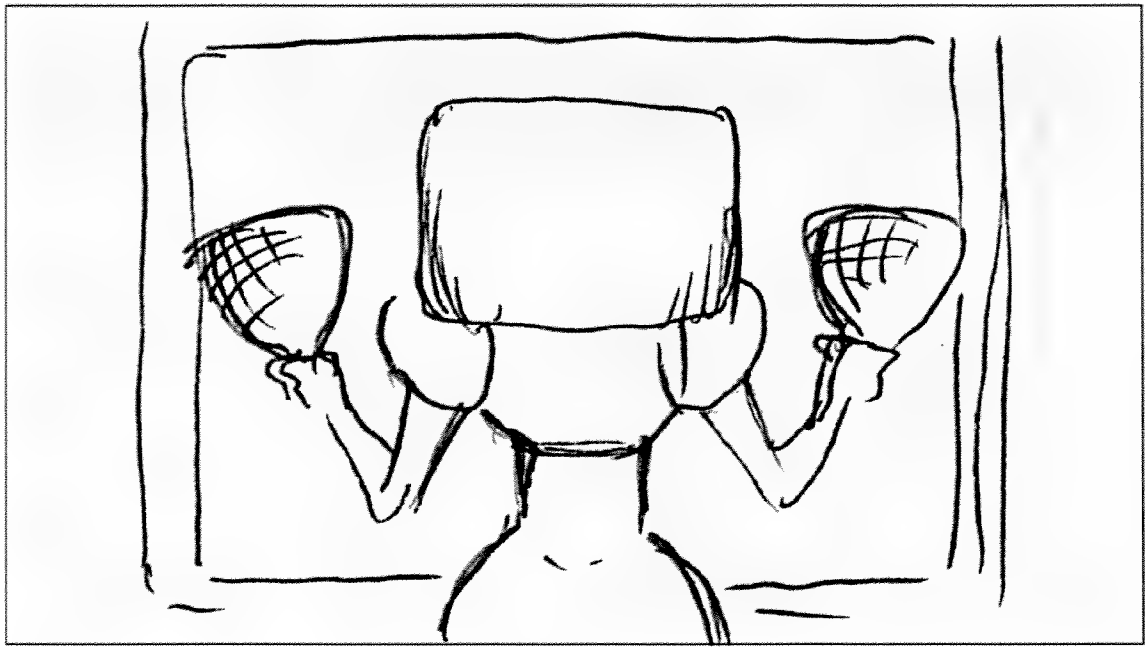
1020.009

1020.009

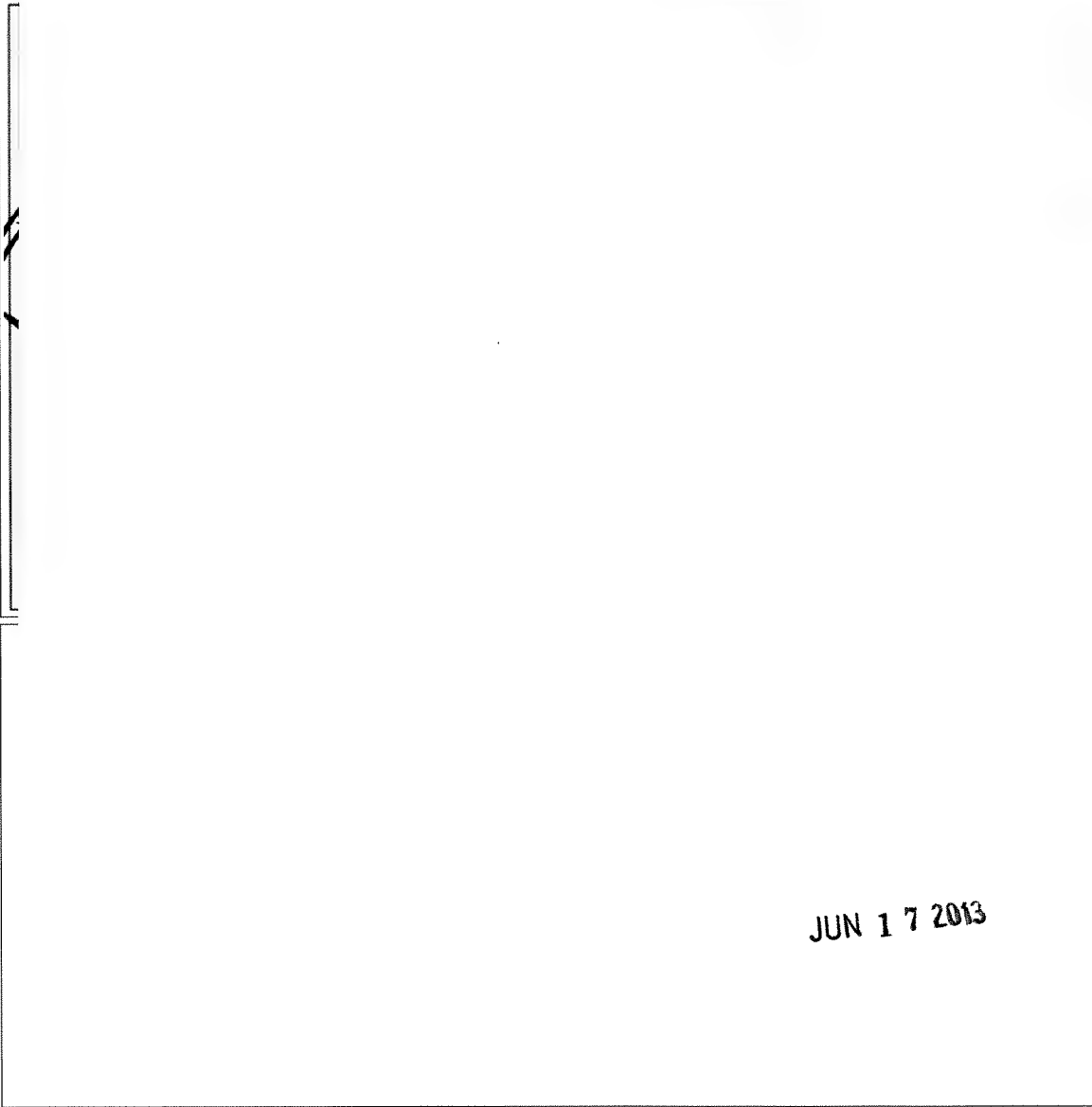
1020.009

NO PG-233

Scene	Panel
97	CONT 3

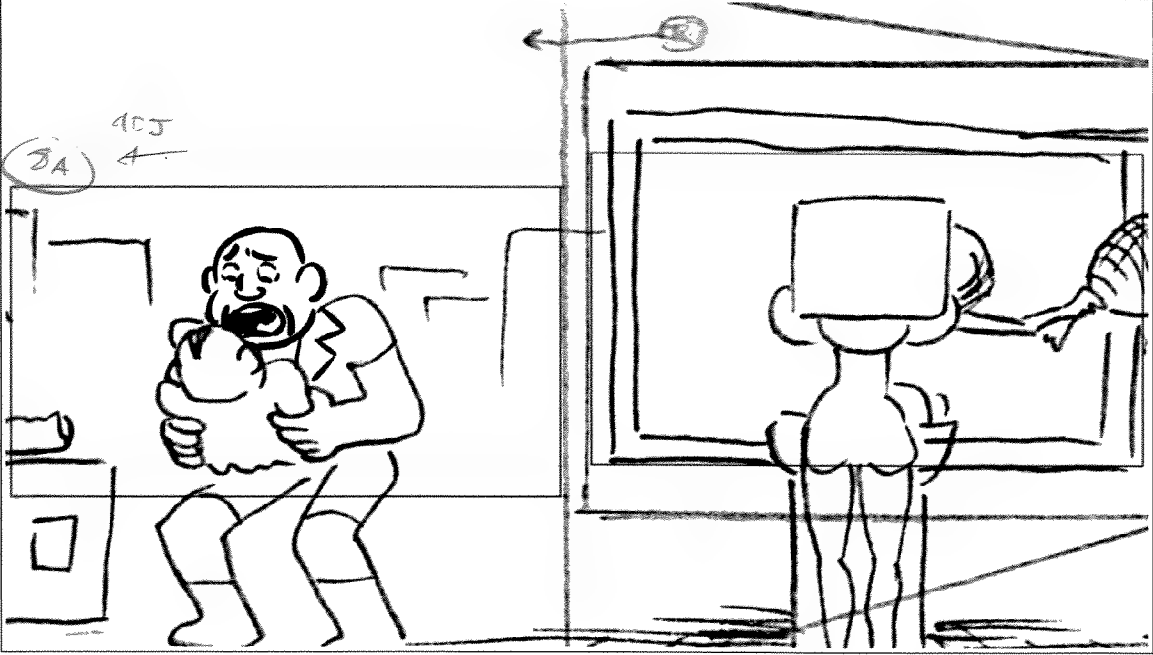


Scene	Panel



JUN 17 2013

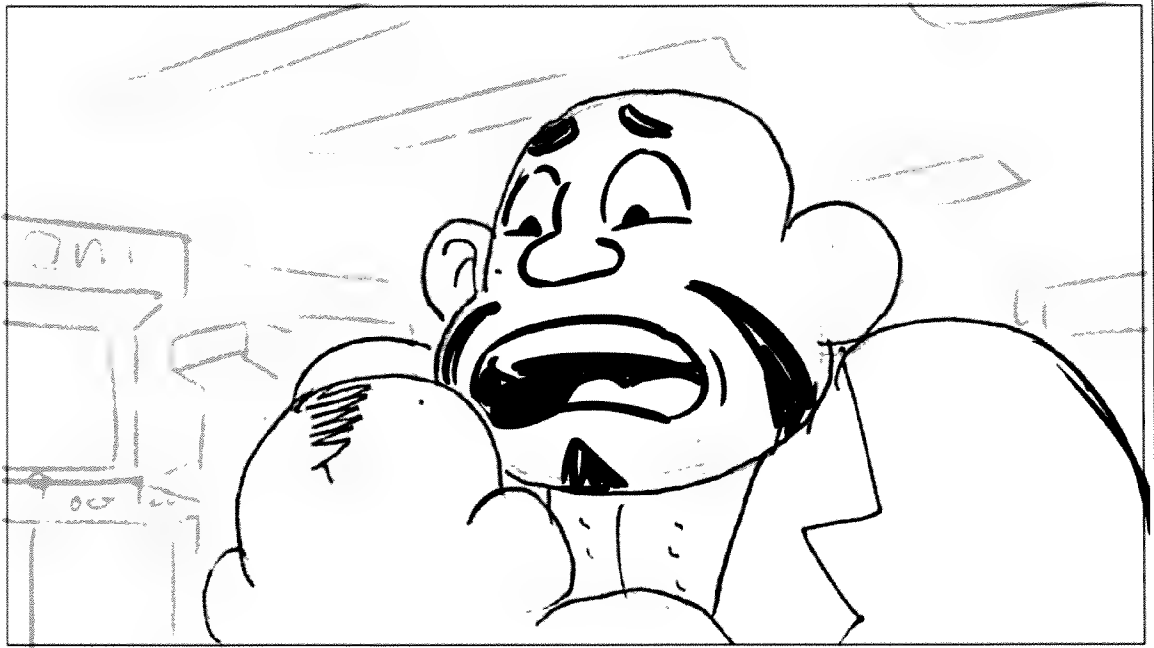
Scene	Panel

Scene	Panel
	97 <i>cont</i> 8
	
<p>Dialog</p> <p>MR. SMILEY: WHAT HAPPENED TO PUNCH BUDDY?!</p>	
<p>Slugging</p> <p>ADJ: 0.09</p> <p>Then HOLD: 2.08</p> <p>JUN 17 2013</p>	

1020-009

1020-009

Scene	Panel
97	9



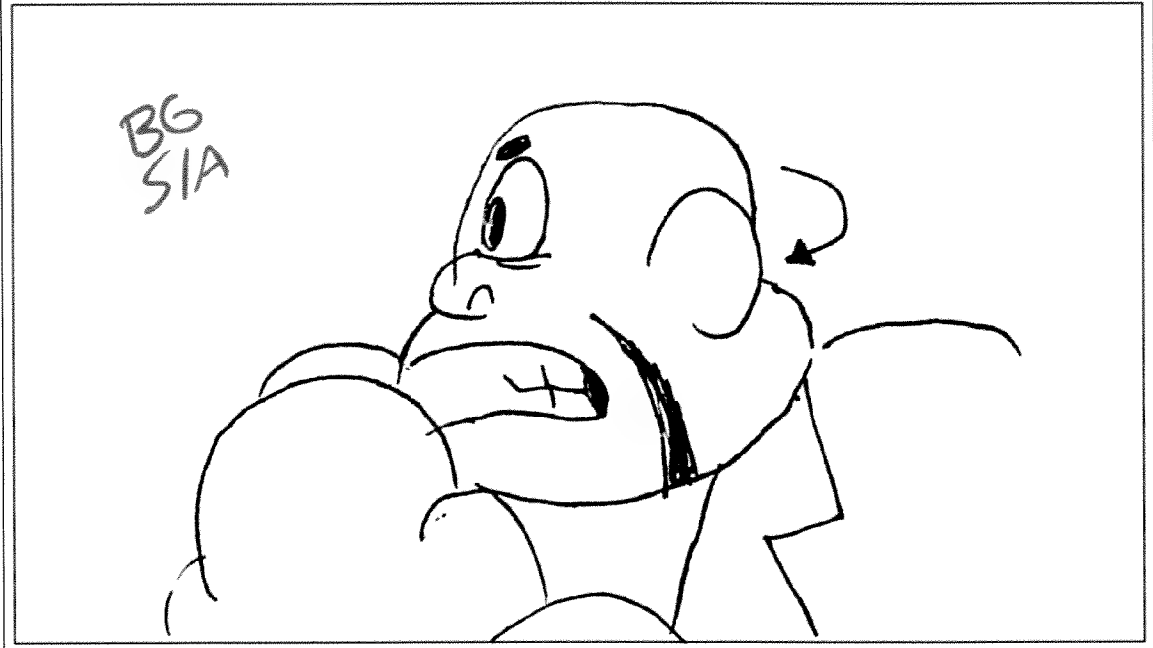
Dialog

MR. SMILEY: WHO DID THIS TO YOU?!

Slugging

2.07

Scene	Panel
97	10



Slugging

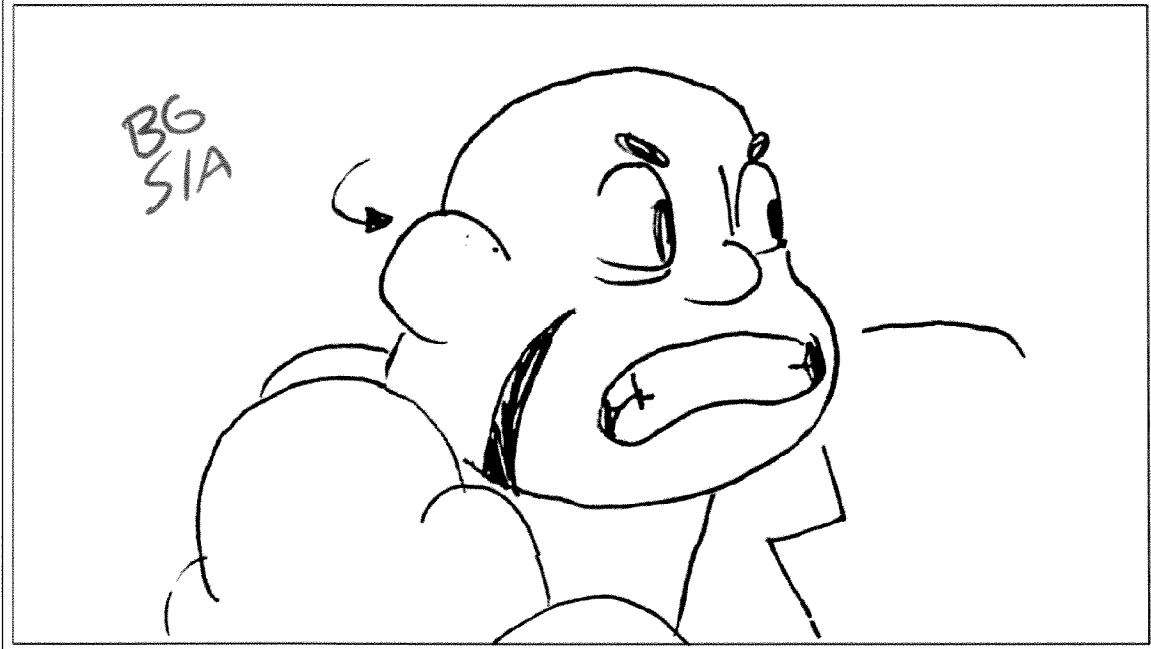
0.09

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1020.009

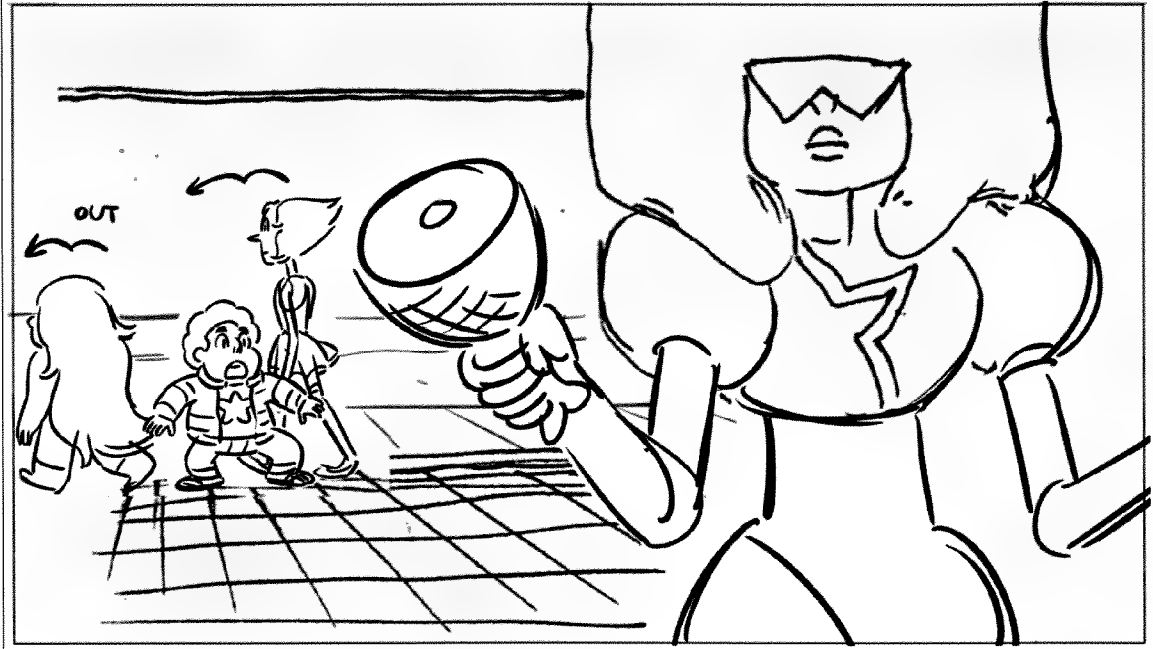
1020.009

Scene	Panel	
97	OUT	11



Slugging
0.15

Scene	Panel	
98	1	



Dialog
STEVEN: AH!

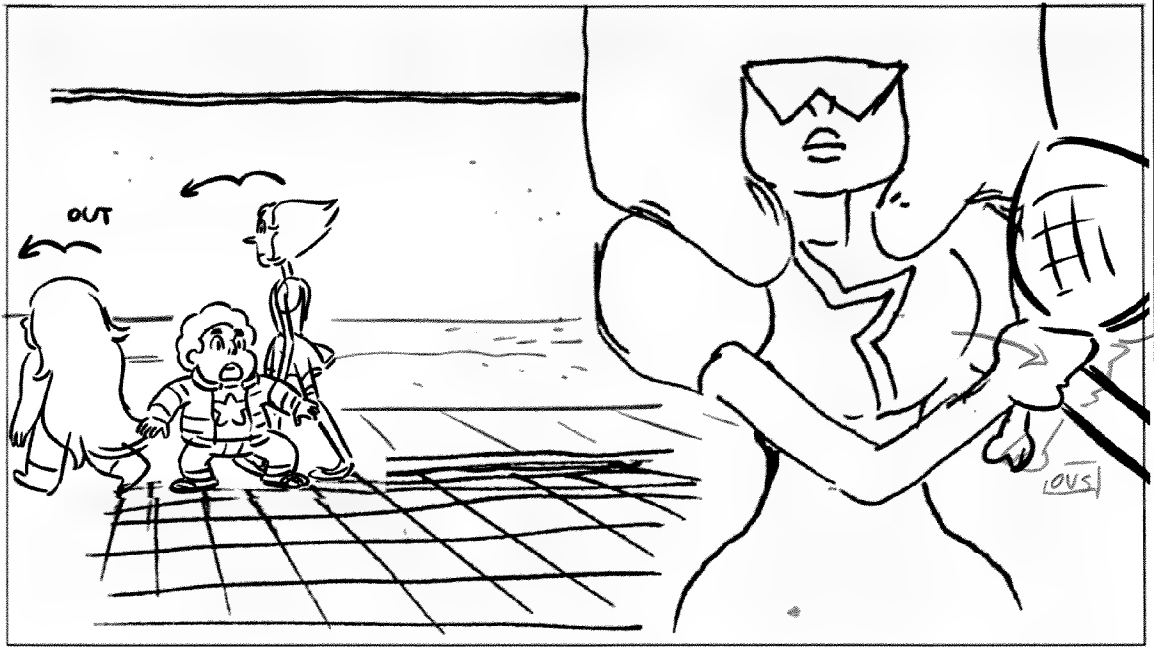
Slugging
Panels 1 + 2 = 1.02

JUN 17 2013

1020.009

1020.009

Scene	Panel
98	CONT 2




Dialog

STEVEN: AH!

Action Notes

AMETHYST out

Scene	Panel
99	1



Dialog

STEVEN: SEE YOU AT HOME!

Action Notes

H/U STEVEN's start pose from previous.
PEARL out

Slugging

1.07

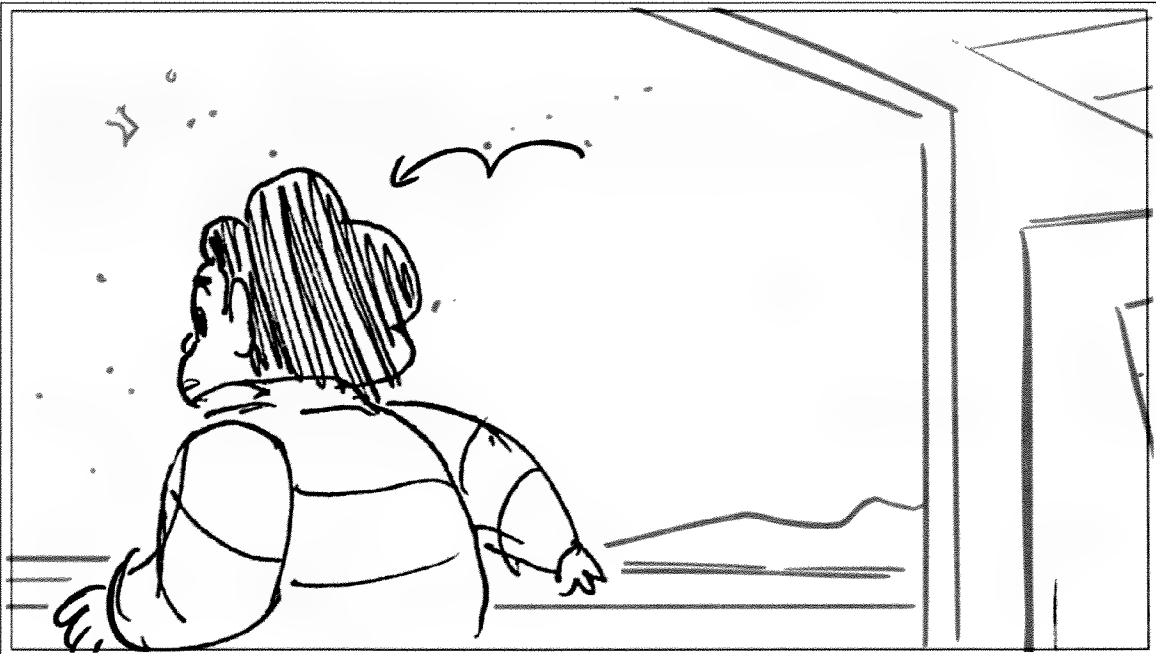
1020.009

1020.009

JUN 17 2013

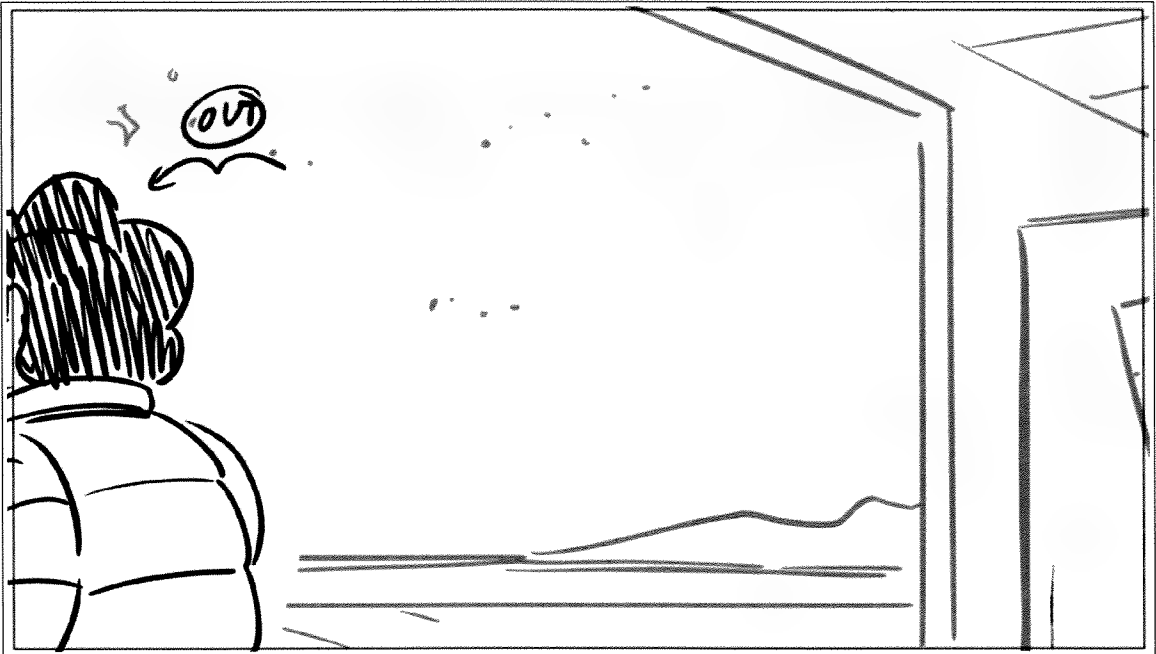
1020.009

Scene	Panel
99	2



Slugging
Panels 2 + 3 = 1.07

Scene	Panel
99	3



Action Notes
STEVEN out

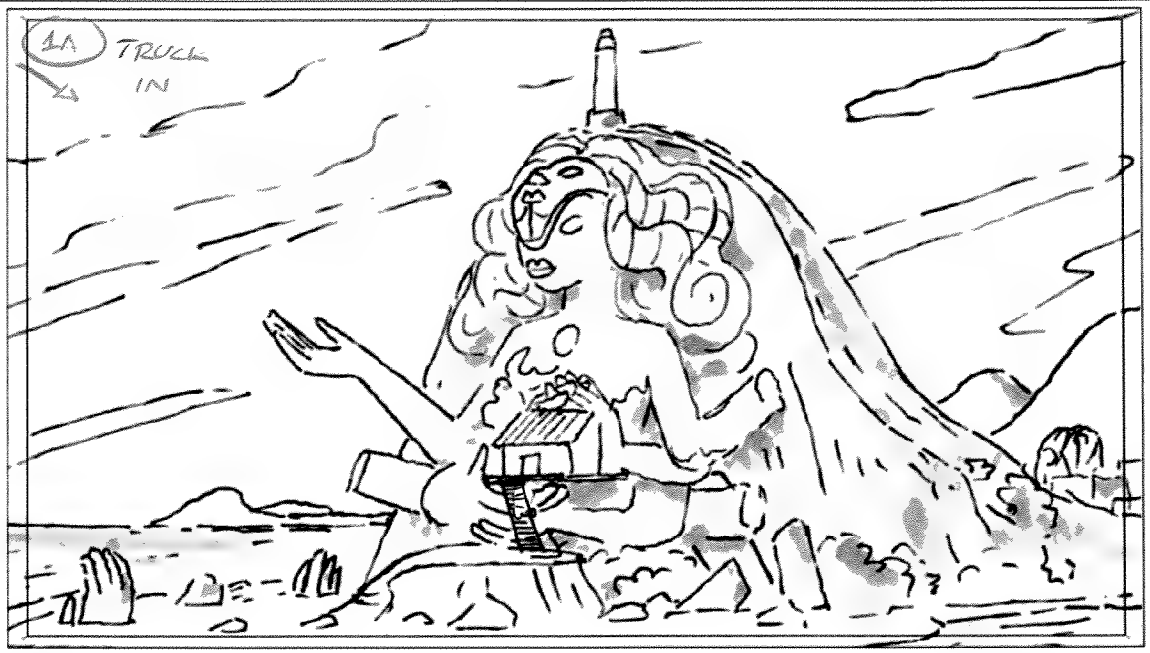
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1020.009

Scene	Panel
100	1



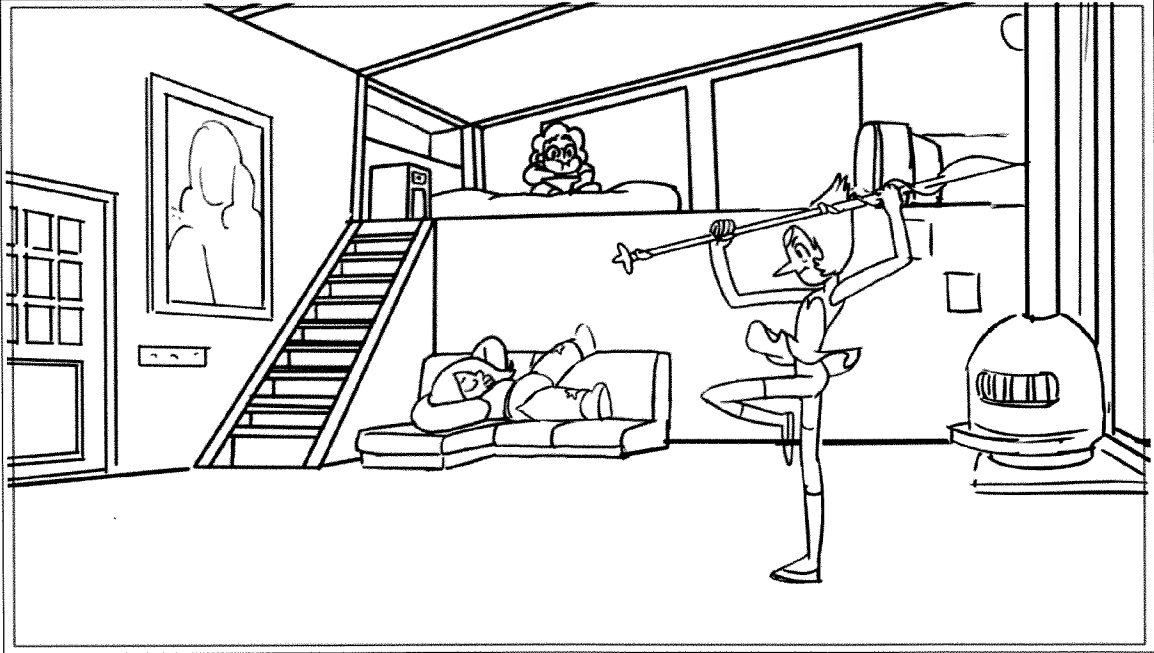
Action Notes

truck in.

Slugging

ADJ: 1.14

Scene	Panel
101	1



Action Notes

Gems lounging around the house

Slugging

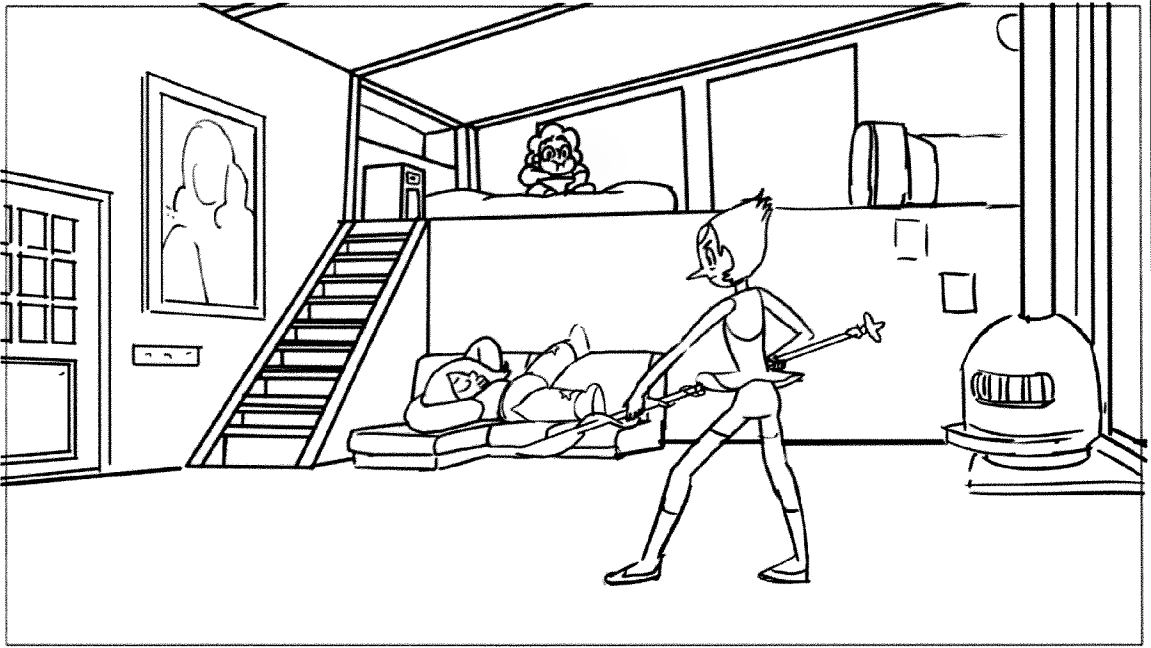
0.09

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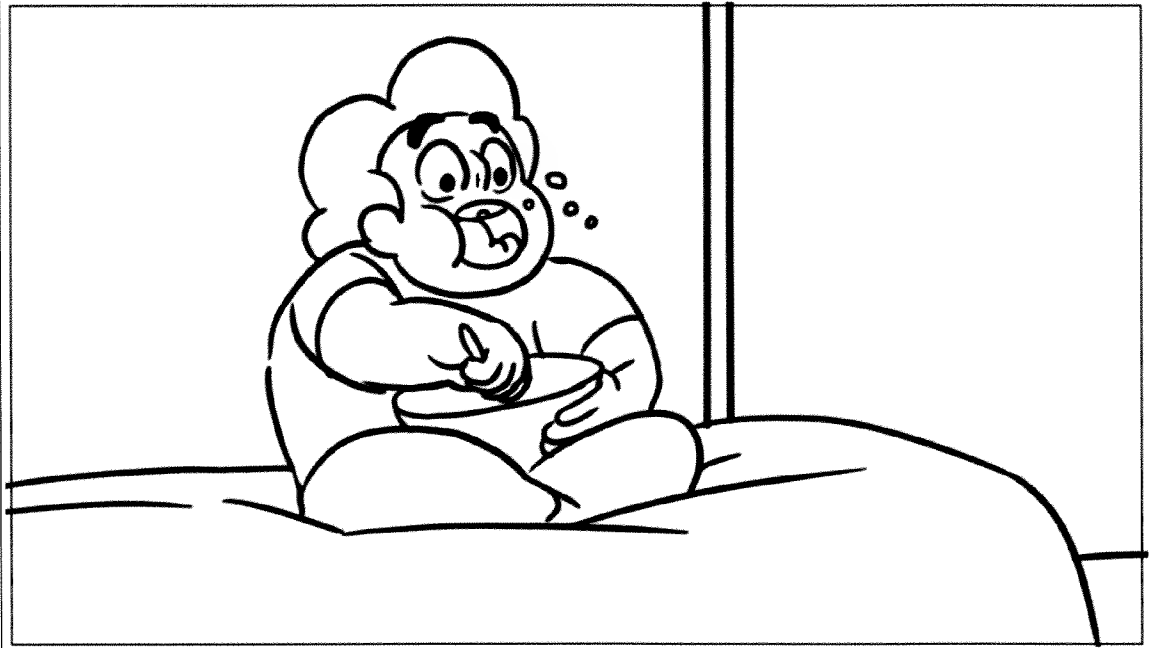
Scene	Panel
101	2



Dialog
STEVEN: SO,

Slugging
1.03

Scene	Panel
102	1



Dialog
STEVEN: WHAT'S TODAYS MISSION?

Action Notes
Steven eating cereal.

Slugging
2.07

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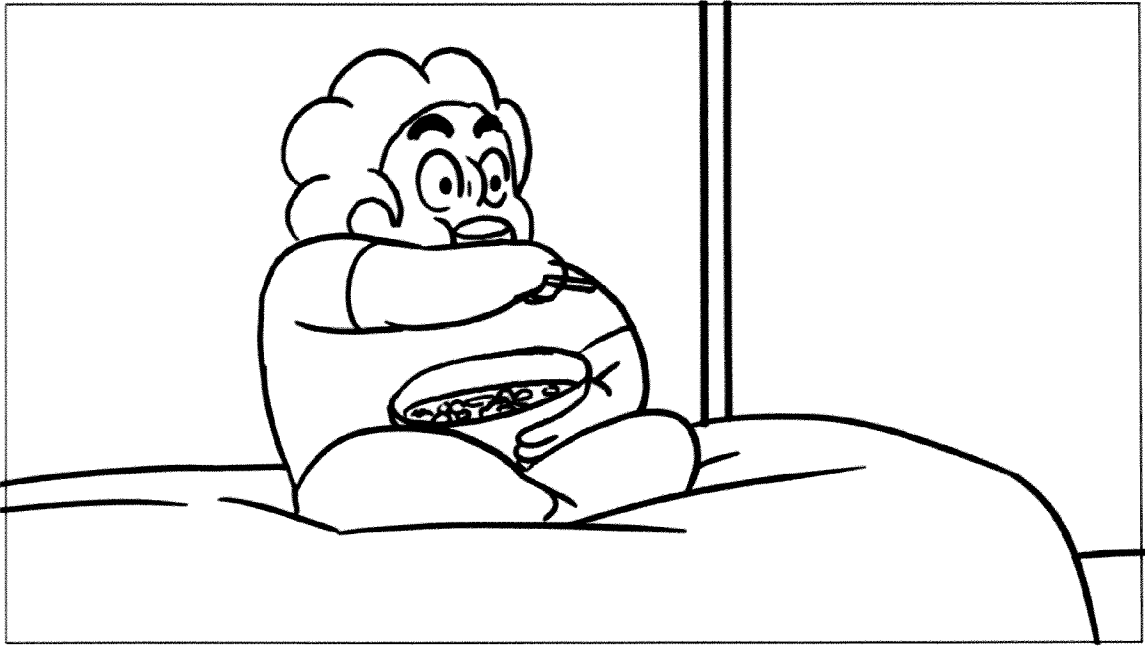
Scene	Panel
102	2
<i>cont</i>	
	
Dialog	
STEVEN: I HOPE IT'S...	
Slugging	
2.15	

Scene	Panel
102	3
<i>cont</i>	
	
Dialog	
STEVEN: FIGHTING	
Slugging	
1.15	

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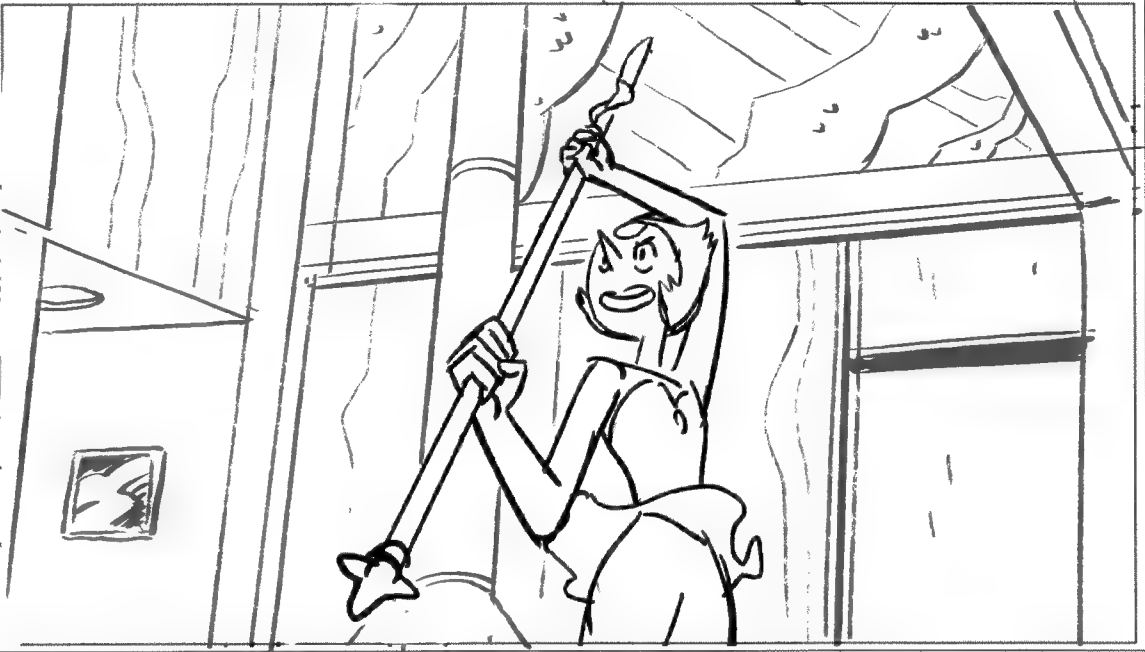
1020.009

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Scene	Panel
102	4
<i>CONT</i>	
	
Dialog	
STEVEN: A GIANT	
Slugging	
2.04	

Scene	Panel
102	5
<i>CONT</i>	
	
Slugging	
0.11	
JUN 17 2011	

Scene	Panel
102	6
<i>cont</i>	
	
Dialog	
STEVEN: FOOT!	
Action Notes	
Steven raises his foot.	
Slugging	
1.12	

Scene	Panel
103	1
	
Dialog	
PEARL: IF WE'RE SUPPOSED TO FIGHT A GIANT FOOT,	
Action Notes	
Pearl practicing with her spear.	
JUN 17 2013	
Slugging	
Panels 1 + 2 = 4.02	

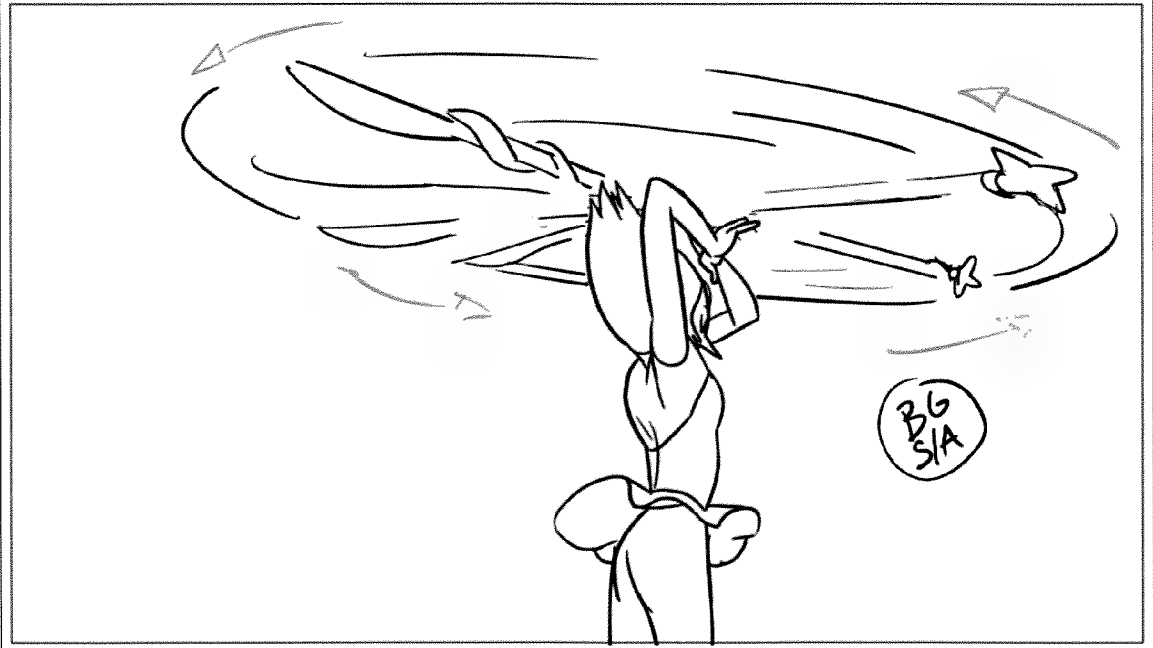
Scene	Panel
103	<i>cont</i> 2



Dialog

PEARL: IF WE'RE SUPPOSED TO FIGHT A GIANT FOOT,

Scene	Panel
103	<i>cont</i> 3



Action Notes

Pearl twirls spear around

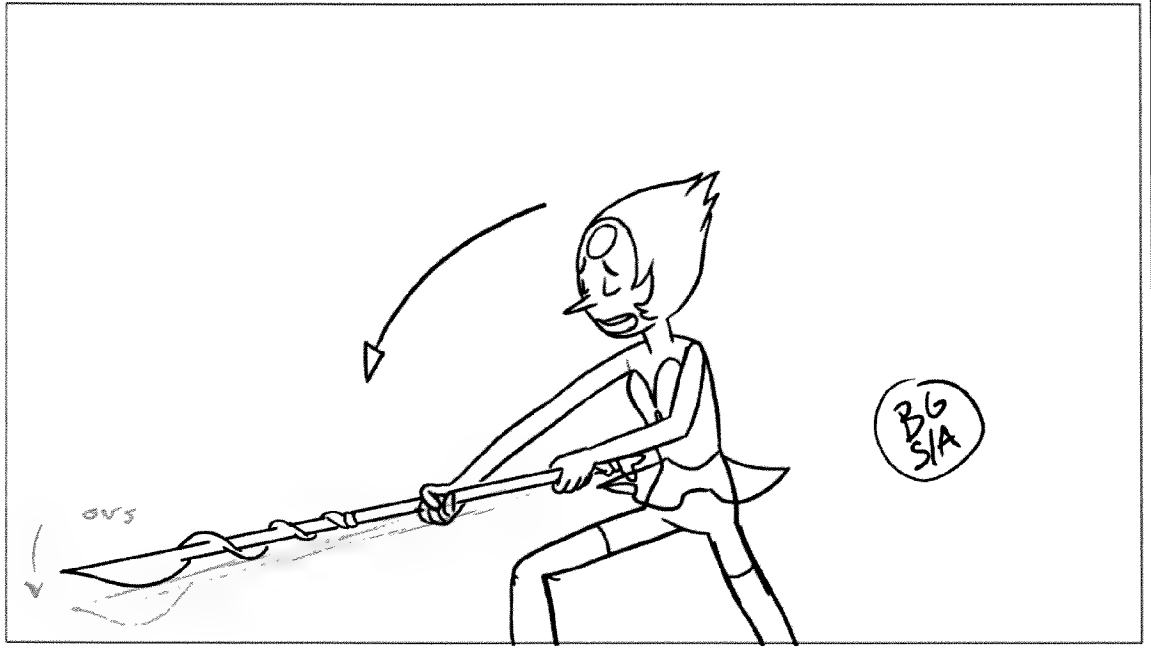
Slugging

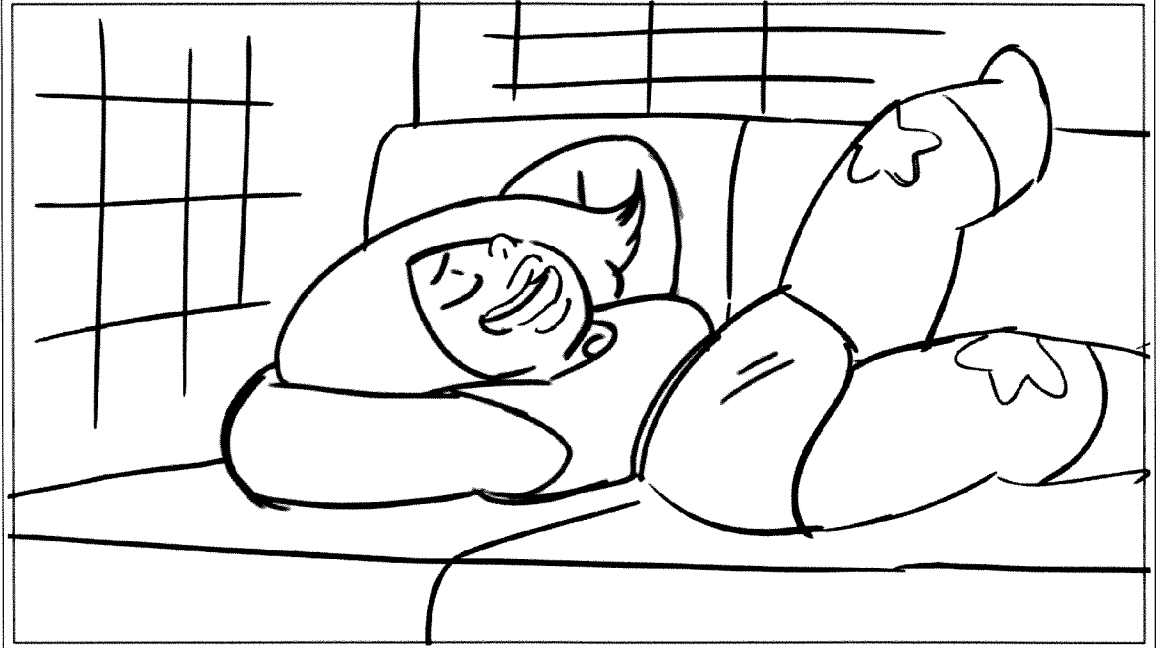
0.11

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600.0701

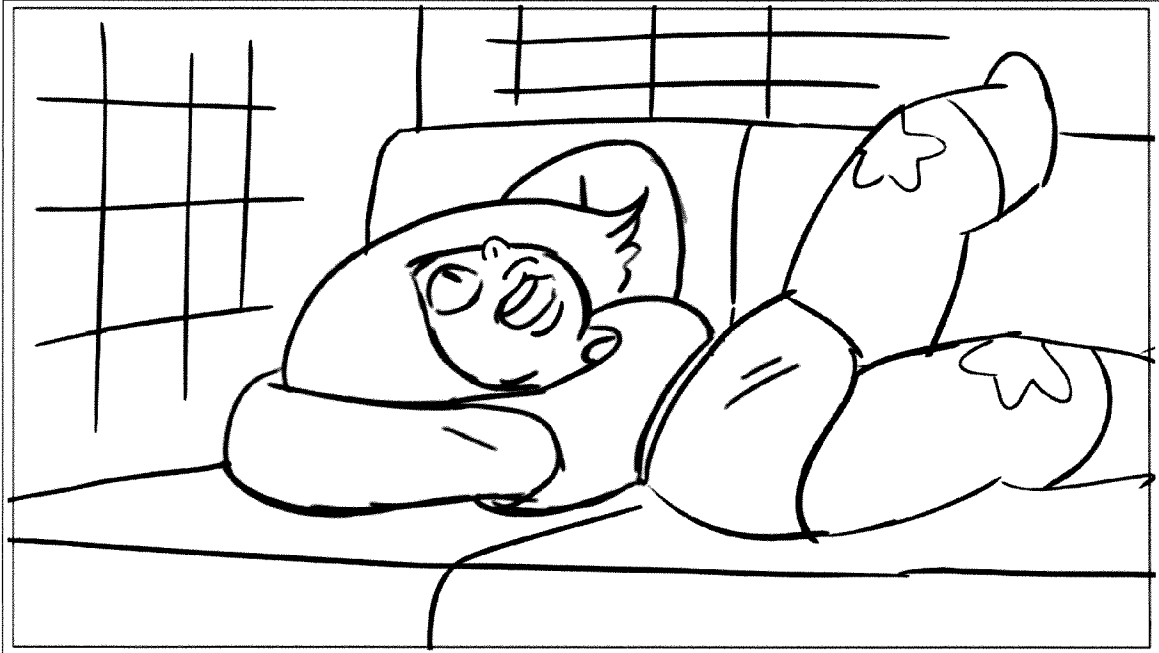
Scene	Panel
103	4
	
<p>Dialog</p> <p>PEARL: GARNET WOULD LET US KNOW.</p>	
<p>Slugging</p> <p>2.01</p>	

Scene	Panel
104	1
	
<p>Dialog</p> <p>AMETHYST: YEAH,</p>	
<p>Action Notes</p> <p>Amethyst lying on couch.</p> <p>JUN 17 2013</p>	
<p>Slugging</p> <p>1.04</p>	

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1020.009

Scene	Panel
104	2



Dialog

AMETHYST: GARNET'S THE BOSS.

Slugging

1.06

Scene	Panel
105	1



Dialog

PEARL: WELL, WE'RE ALL A TEAM.

Slugging

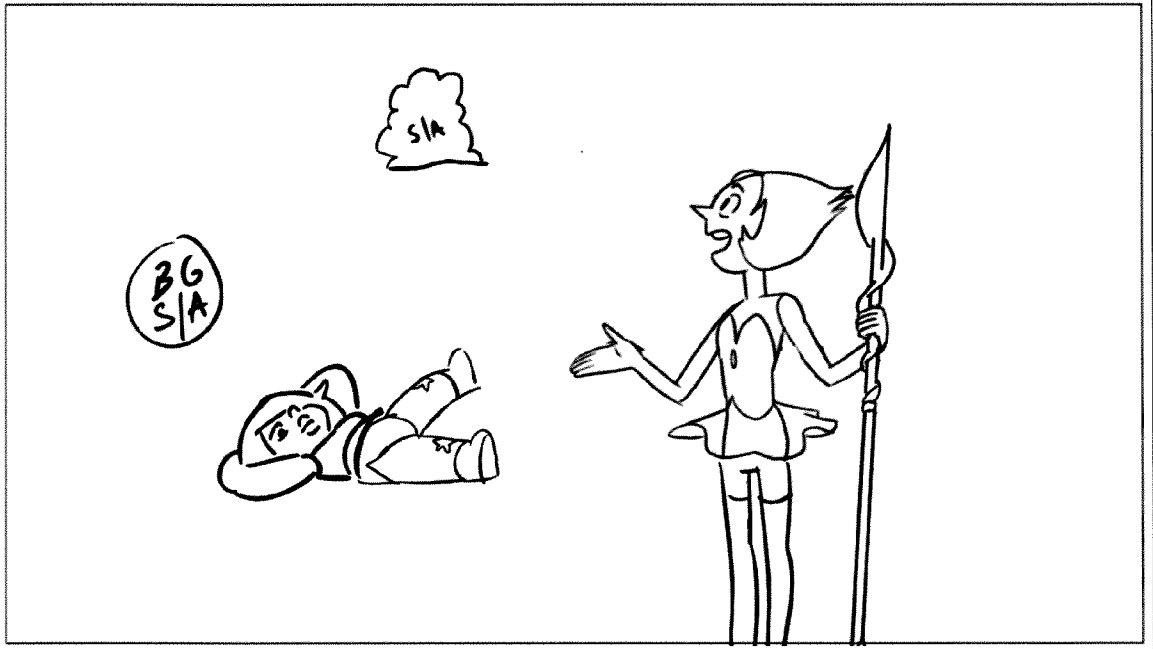
4.00


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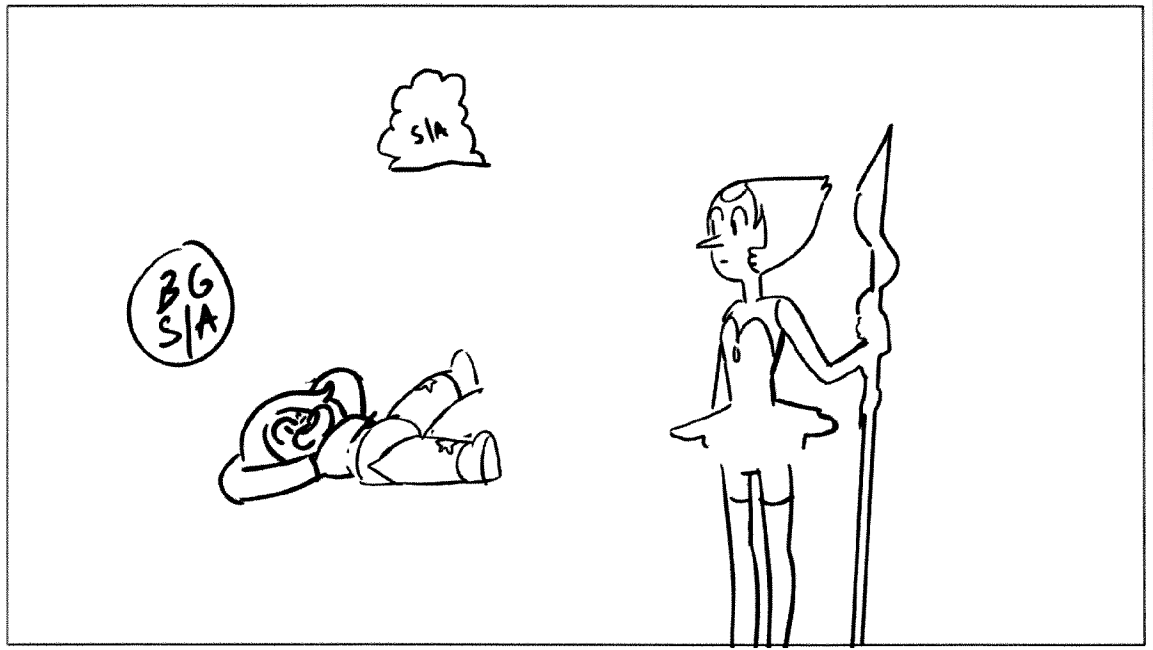
1020.009

Scene	105	Panel	2
			
Dialog			
PEARL: GARNET JUST HAS HEIGHTENED PERCEPTION			
Slugging			
2.11			

Scene	105	Panel	3
			
Dialog			
PEARL: THAT GUIDES US TOWARDS OUR MISSION OBJECTIVES.			
Slugging			
3.01			

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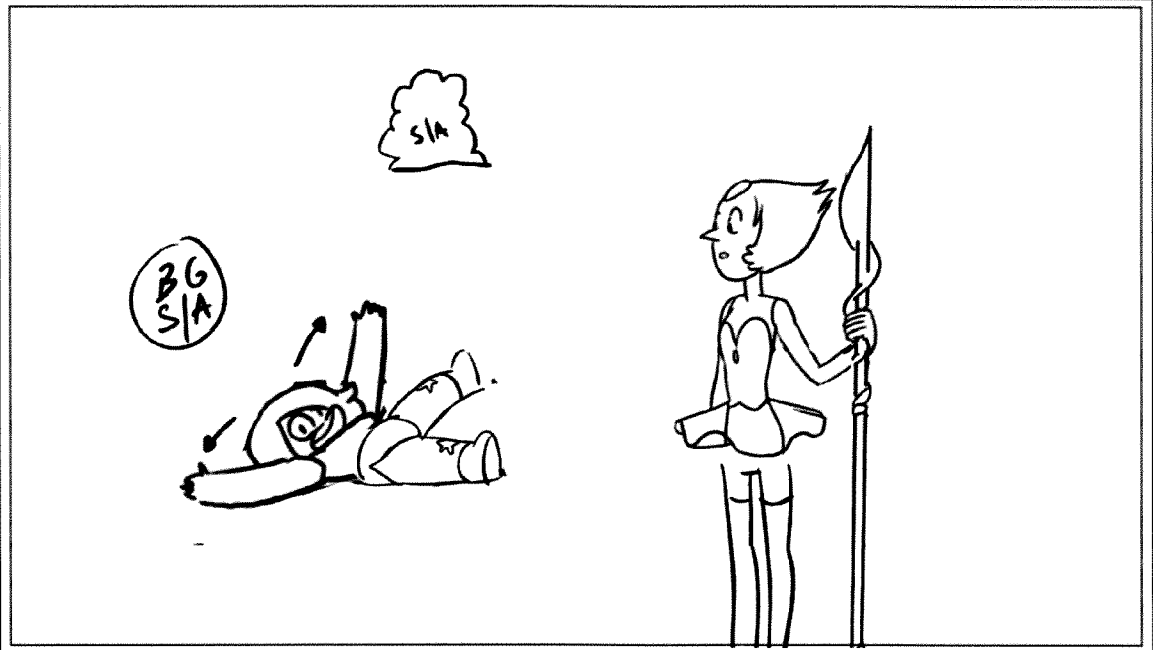
Scene 105 Panel 4



Dialog
AMETHYST: YEAH.

Slugging
1.05

Scene 105 Panel 5



Dialog
AMETHYST: SHE'S THE BOSS!

Slugging
1.13

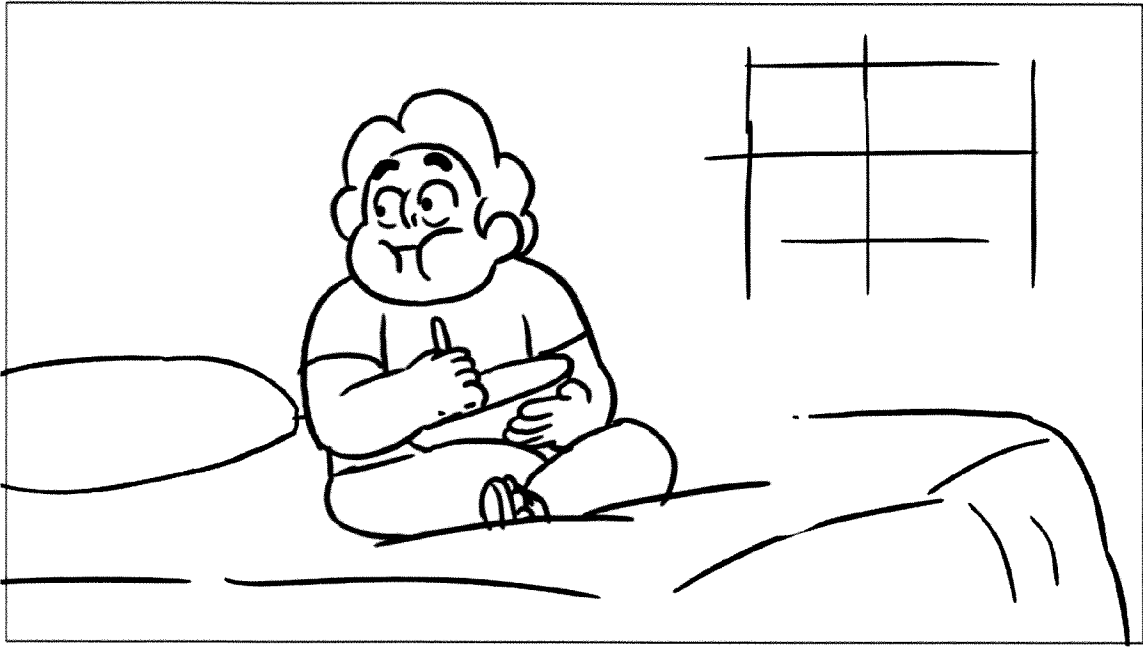
JUN 17 2013

1020.009

1020.009

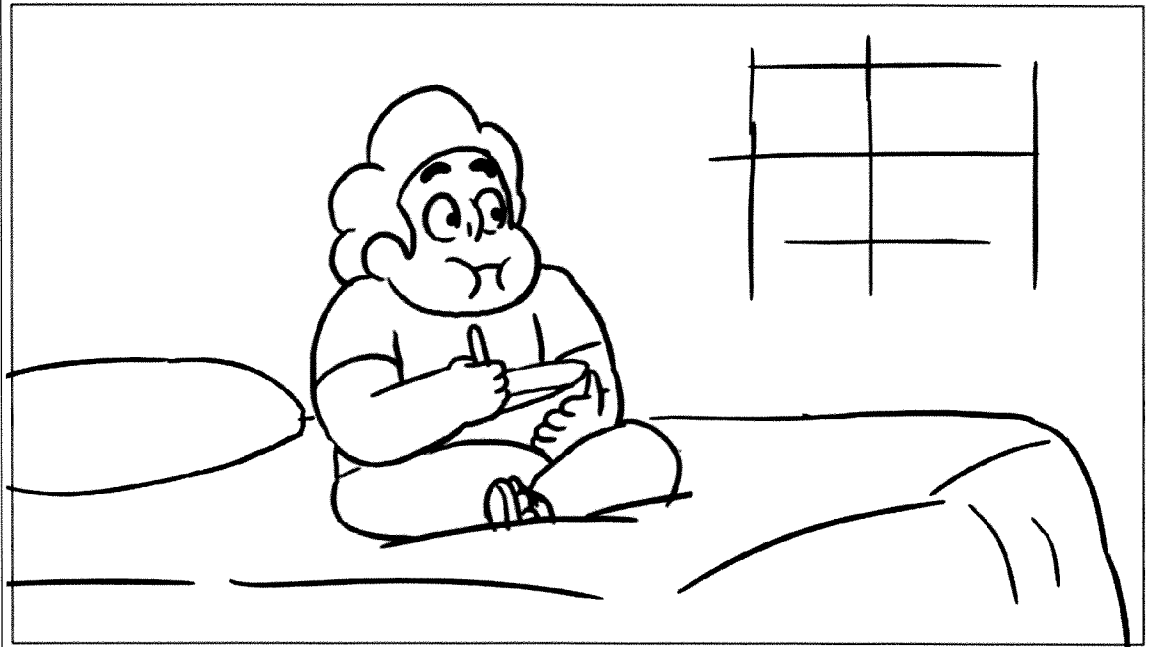
1020.000

Scene	Panel
106	1



Slugging
0.08

Scene	Panel
106	2



Dialog
STEVEN: SO WHERE IS SHE?

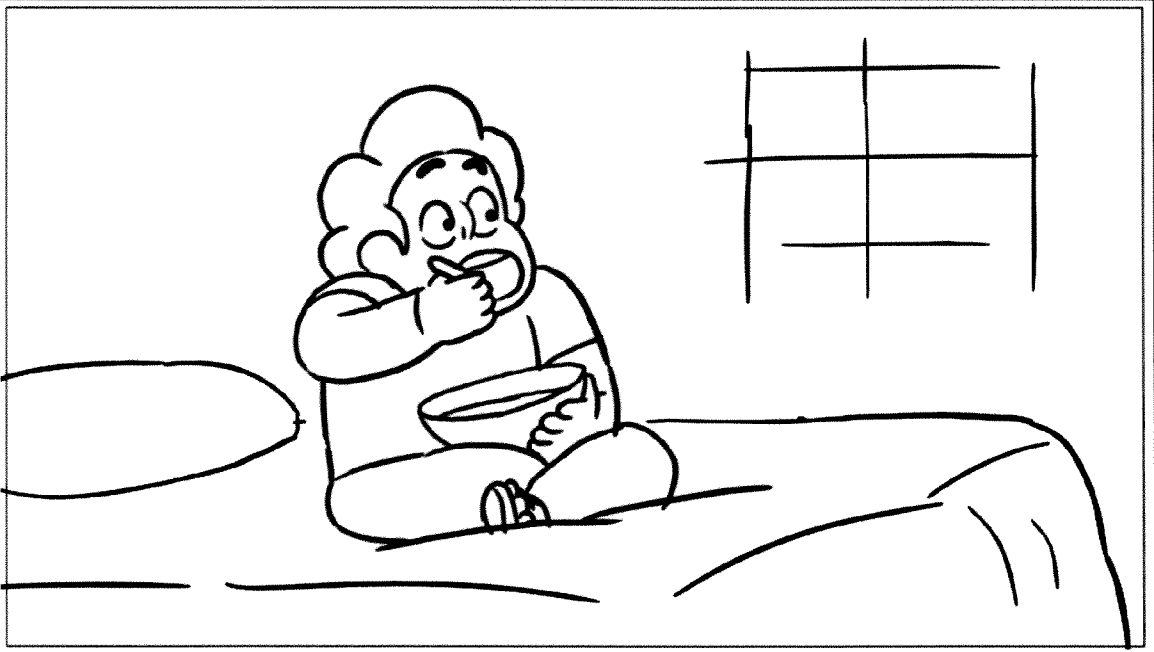
Slugging
2.14

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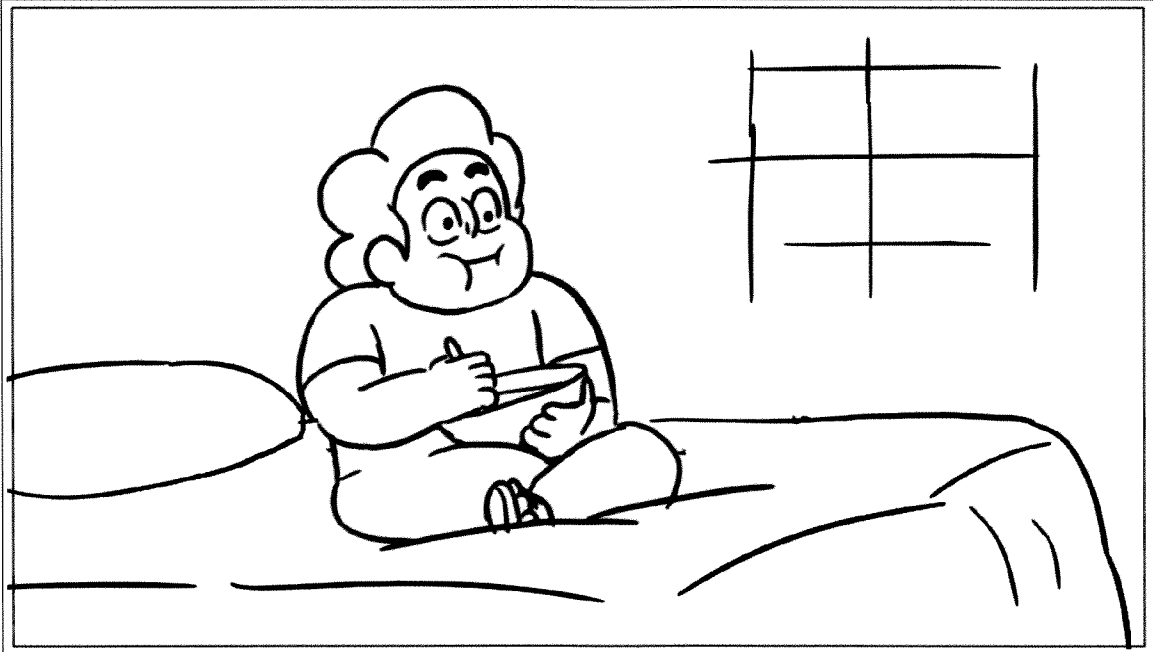
Scene	Panel
106	cont
	3



Action Notes
Steven eats more cereal.

Slugging
0.11

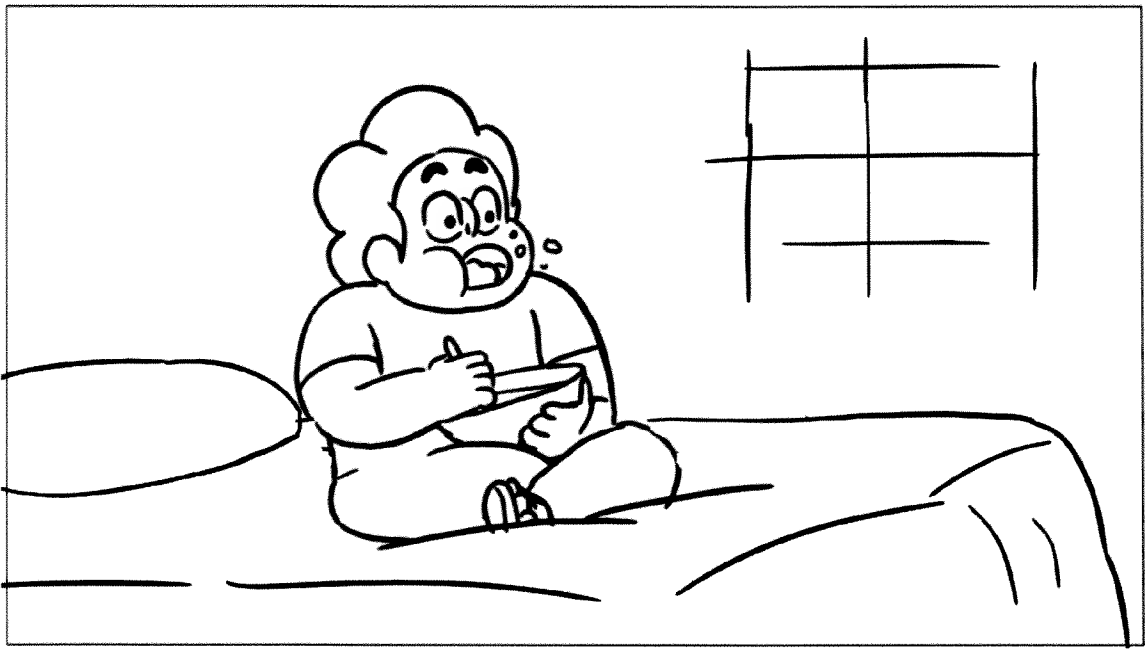
Scene	Panel
106	cont
	4



Slugging
0.09

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Scene	Panel
106	5



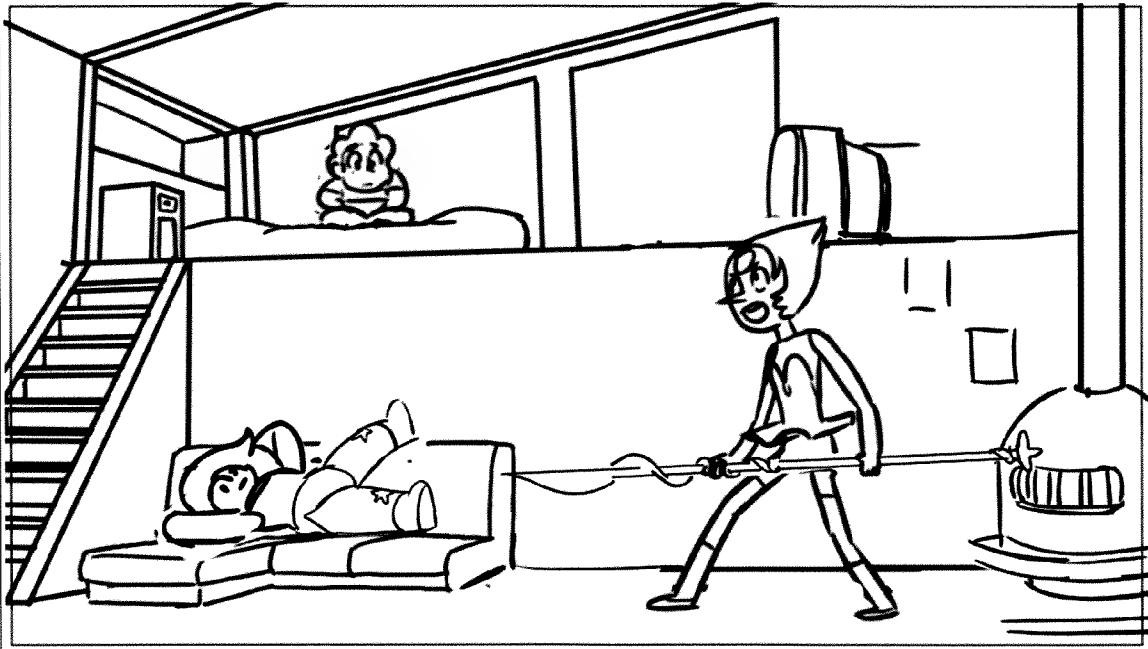
Dialog

STEVEN: FIGHTING THE FOOT?

Slugging

1.14

Scene	Panel
107	1



Dialog

PEARL: SHE'S NOT "FIGHTING THE FOOT."

Slugging

3.02

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Scene	107	Panel	2
Dialog			
PEARL: YOU KNOW GARNET GOES OFF ON MISSIONS WITHOUT US ALL THE TIME.			
Slugging			
6.14			

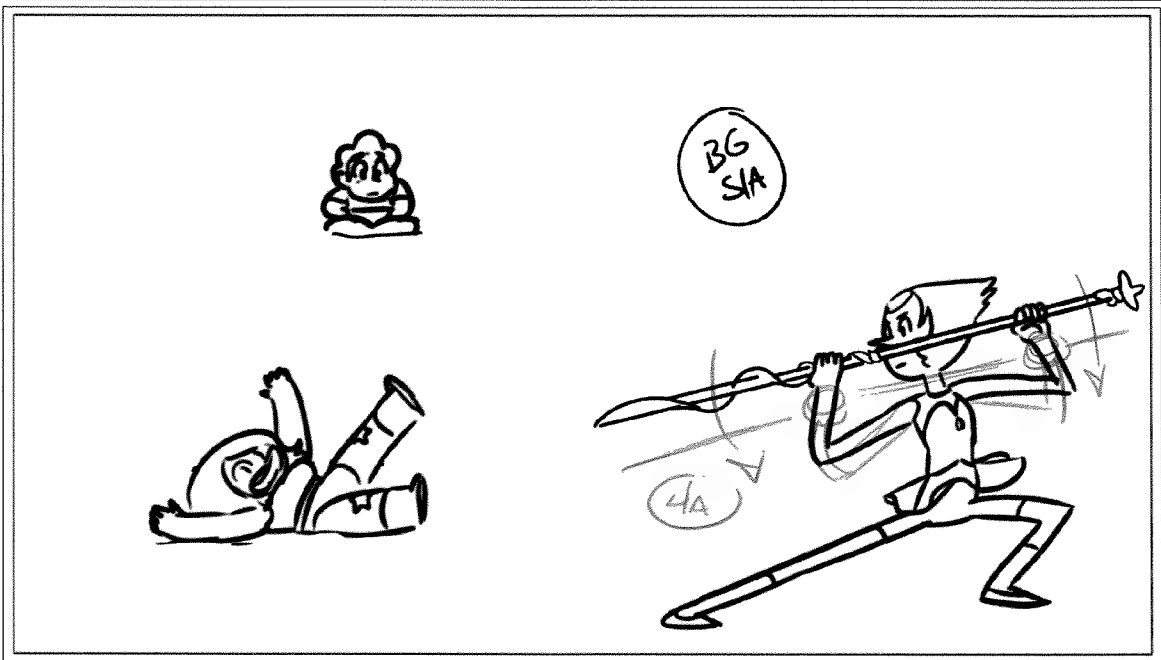
Scene	107	Panel	3
Dialog			
PEARL: SHE'S PROBABLY DOING SOMETHING VERY IMPORTANT.			
Slugging			
1.13			

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1020-009

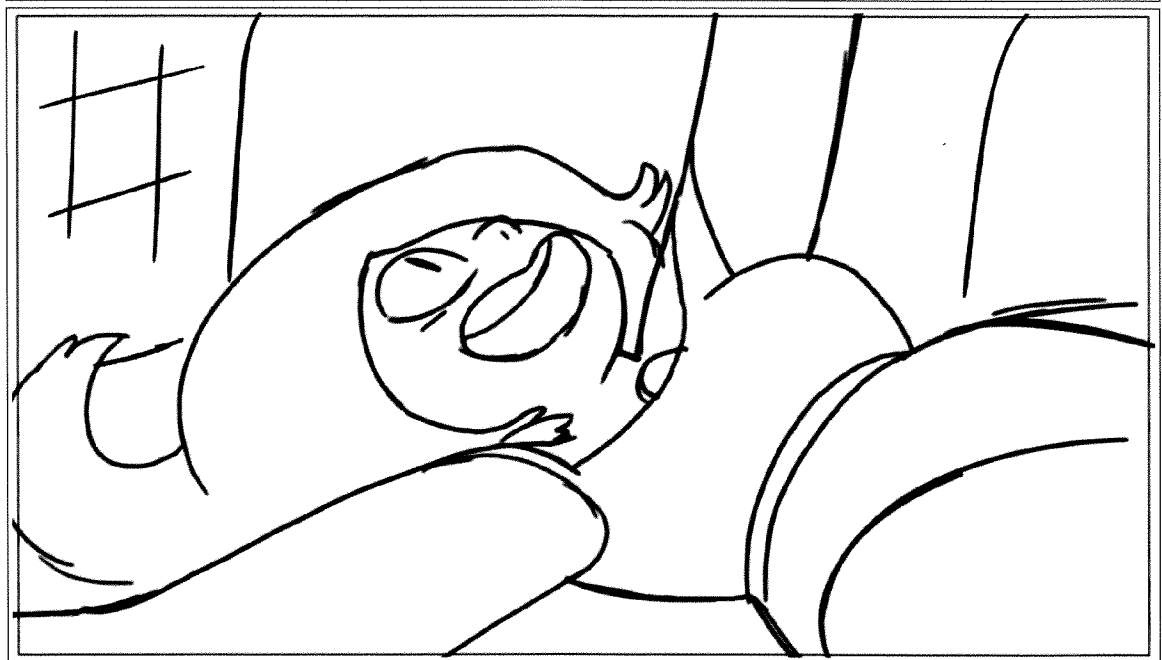
Scene	Panel
107	4



Dialog
AMETHYST: OH WAIT, STEVEN! I JUST REMEMBERED

Slugging
3.06

Scene	Panel
108	1



Dialog
AMETHYST: GARNET HAD A SPECIAL MISSION FOR YOU!

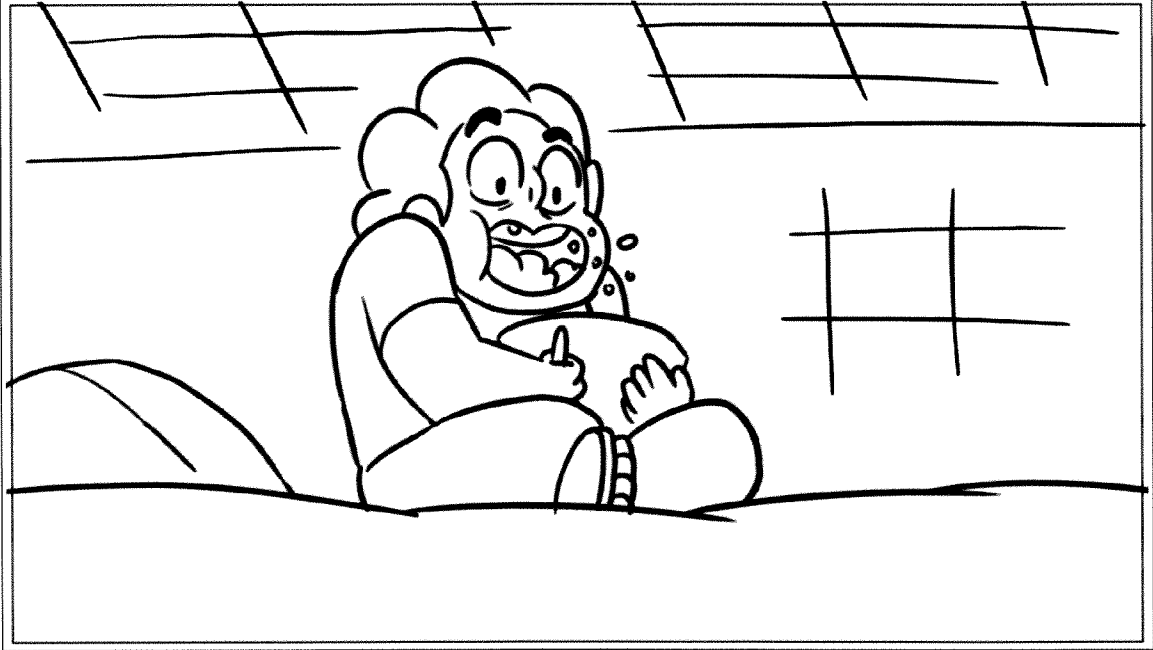
Slugging
2.12

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1020.009

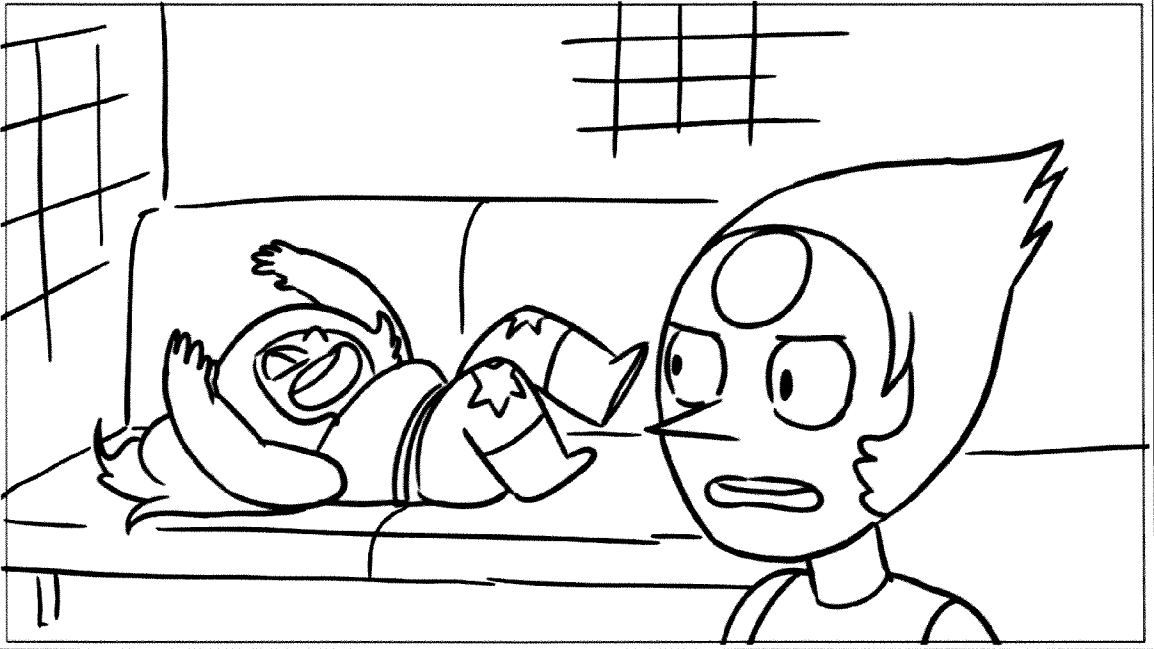
Scene	108	Panel	1
<i>CONT</i>			
			
Dialog			
AMETHYST: GARNET HAD A SPECIAL MISSION FOR YOU!			
Slugging			
2.12			

Scene	109	Panel	1
			
Dialog			
STEVEN: (*MOUTH FULL) REALLY?!			
Slugging			
1.03			
JUN 17 2013			

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1020-009

Scene	110	Panel	1
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Dialog

AMETHYST: YEAH! SHE SAYS...

Slugging

2.01

Scene	110	Panel	2
-------	-----	-------	---



Dialog

AMETHYST: UH...

Action Notes

Amethyst rocks herself backward...

Slugging

1.06

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Scene	Panel
110	CONT 3



Dialog

AMETHYST: YOU HAVE TO SLAM YOUR FACE INTO THAT BOWL OF CEREAL.

Action Notes

and sits up.

Slugging

4.11

Scene	Panel
111	1



Dialog

STEVEN: OKAY!

Slugging

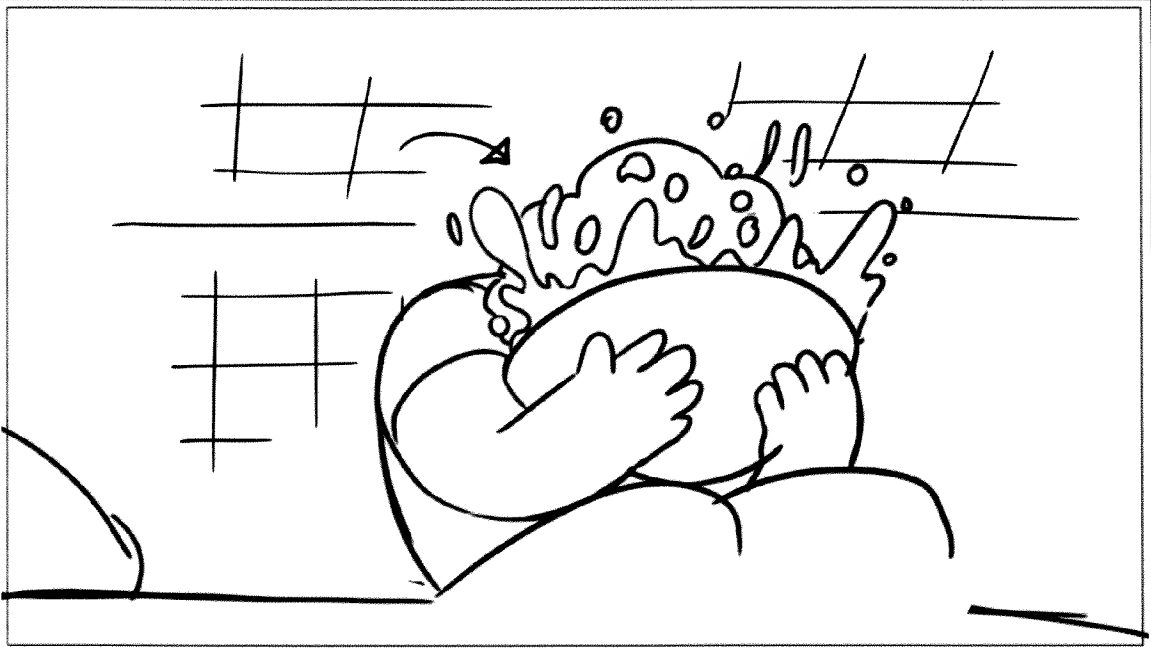
1.11

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1020.009

Scene	Panel
111	2



Action Notes

Steven buries his face into cereal bowl.

Slugging

1.06

Scene	Panel
112	1



Dialog

AMETHYST: GOOD JOB STEVEN,

Slugging

Panels 1 + 2 = 4.08

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1020.009

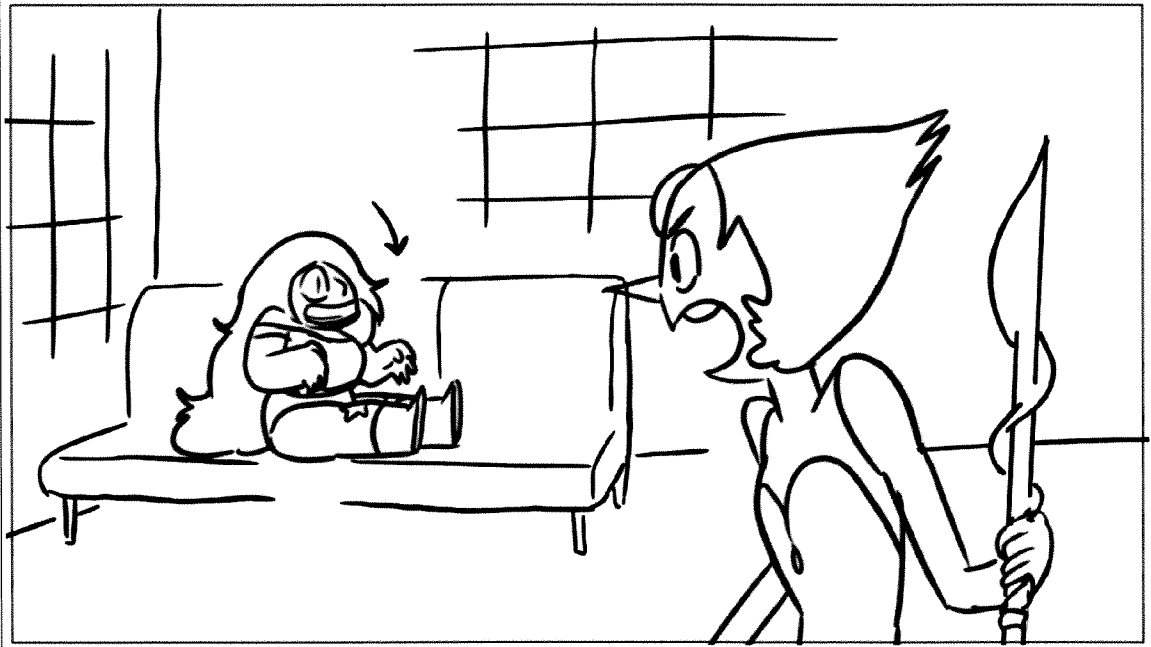
1020.009

Scene 112 Panel 2
CONT



Dialog
AMETHYST: YOU STOPPED THE FOOT!

Scene 112 Panel 3
CONT



Dialog
PEARL: THERE IS NO FOOT!

Slugging
2.05

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1020.009

1020.009

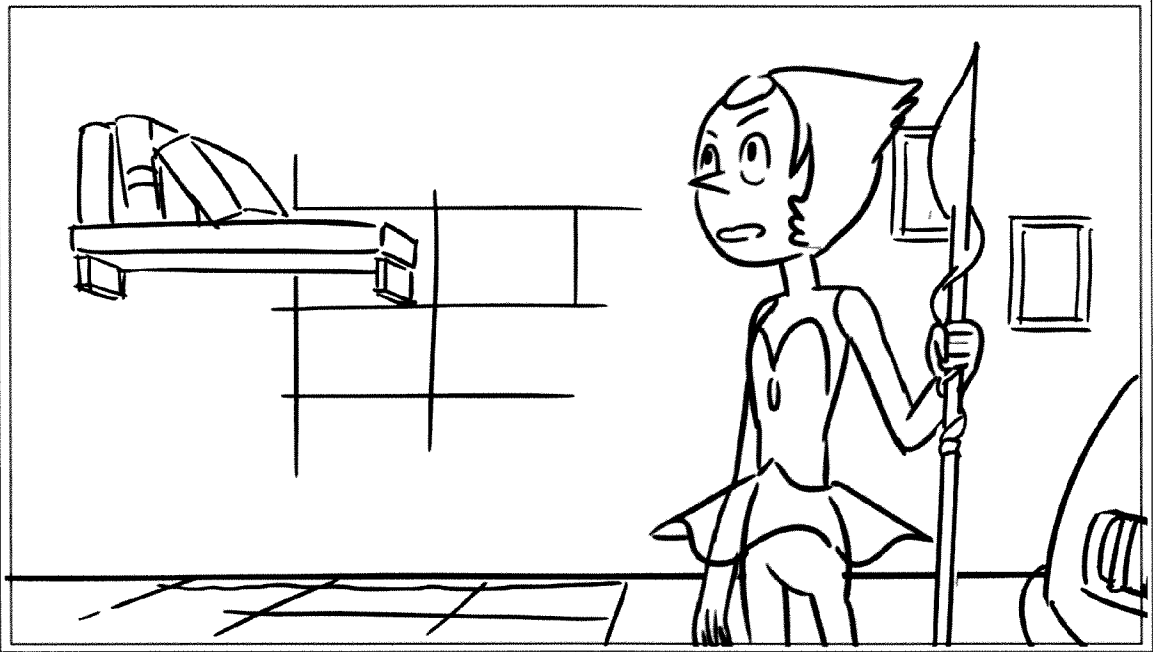
Scene	Panel
113	1



Dialog
STEVEN: NOT ANYMORE!

Slugging
2.12

Scene	Panel
114	1



Dialog
PEARL: UGH...

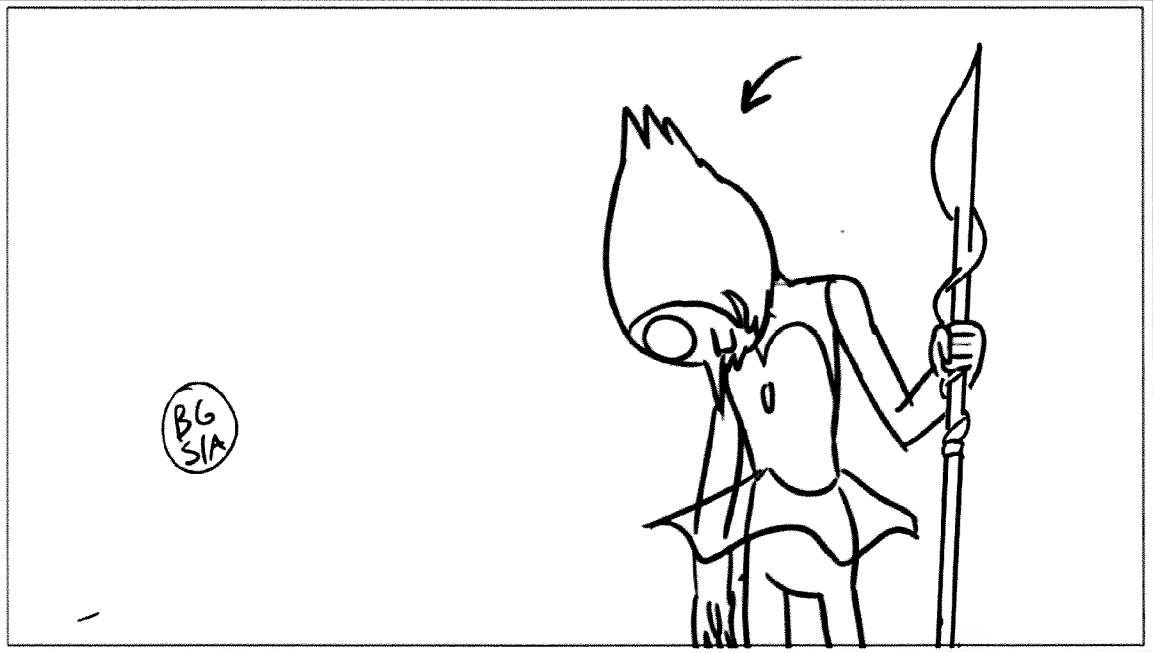
Slugging
0.07

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1020.009

1020.009

Scene	Panel
114	2



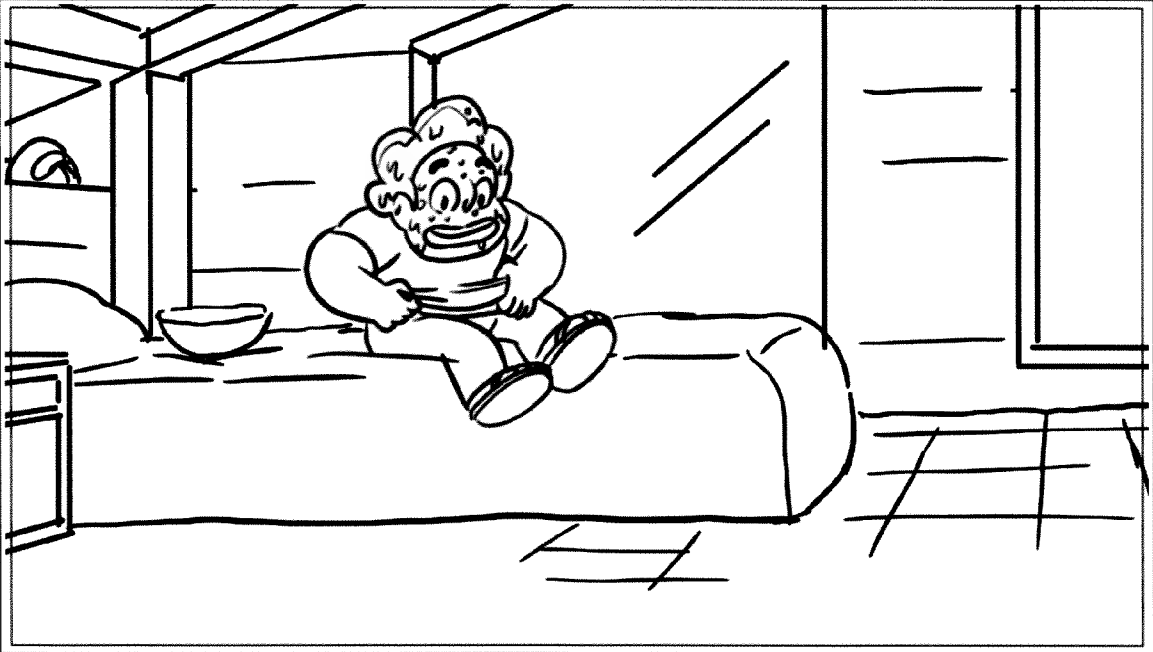
Dialog

PEARL: UGH...

Slugging

1.05

Scene	Panel
115	1



Dialog

STEVEN: WELP,

Slugging

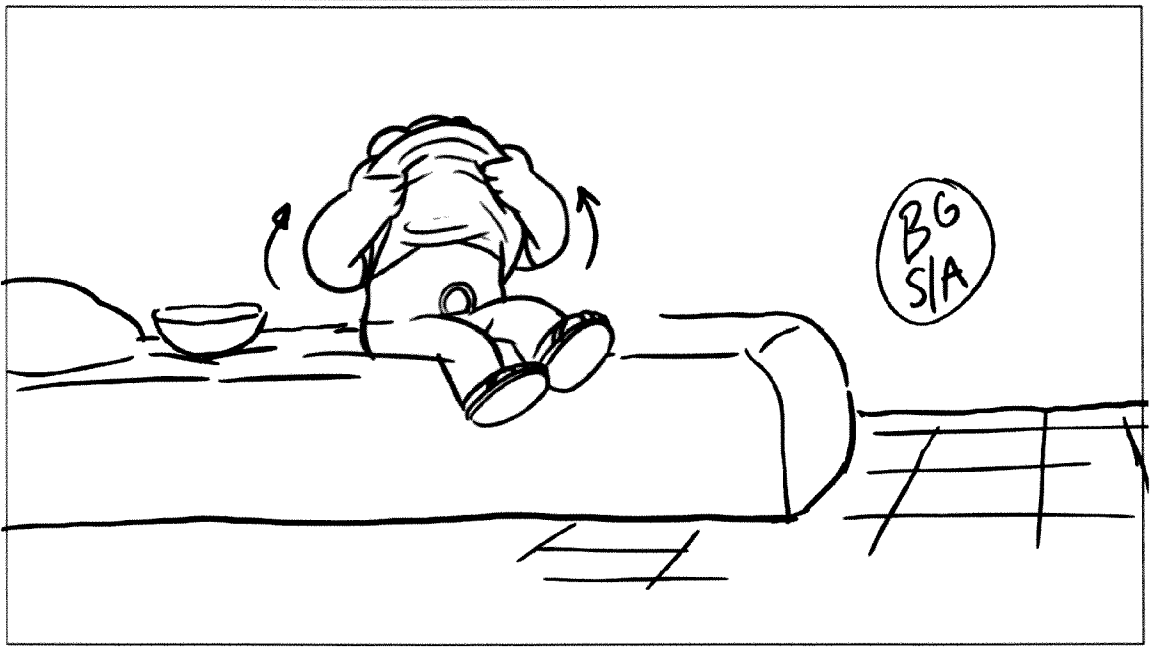
1.00

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1020-009

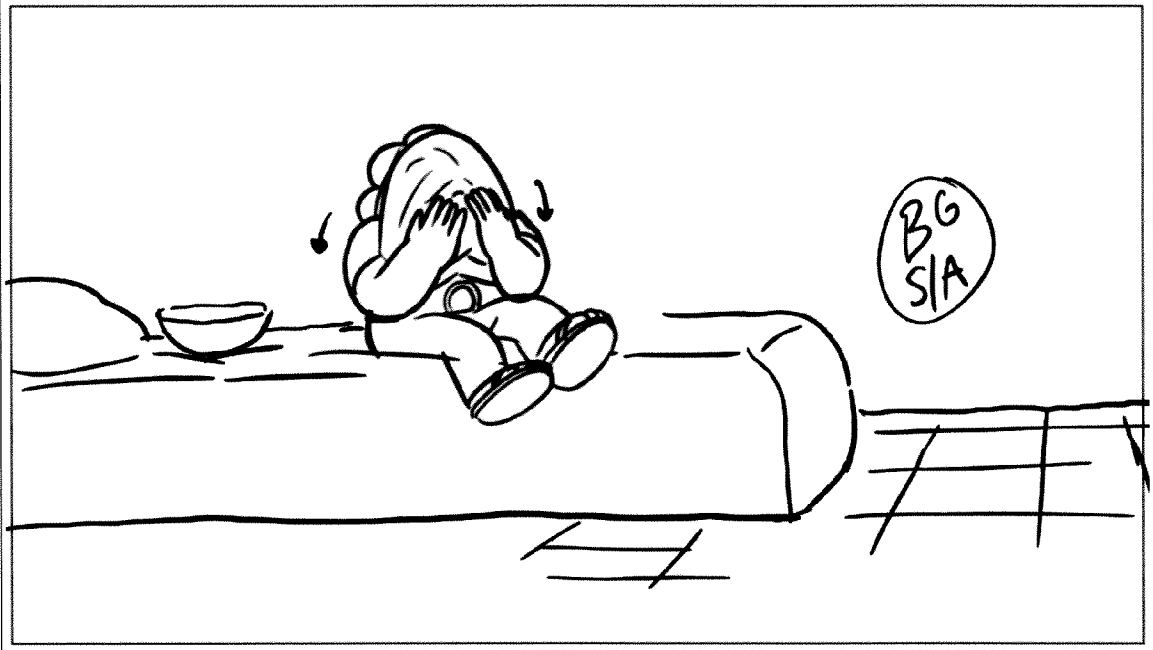
Scene 115 Panel 2
CONT



Action Notes
Steven wipes his face with his shirt.

Slugging
1.00

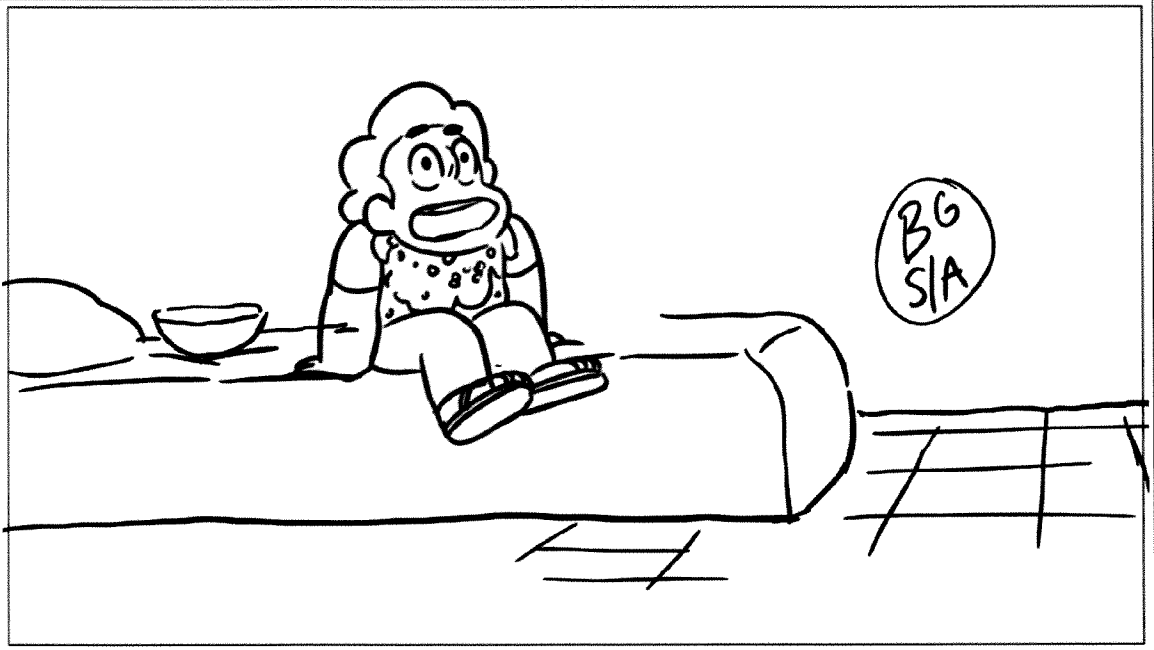
Scene 115 Panel 3
CONT



Slugging
1.10

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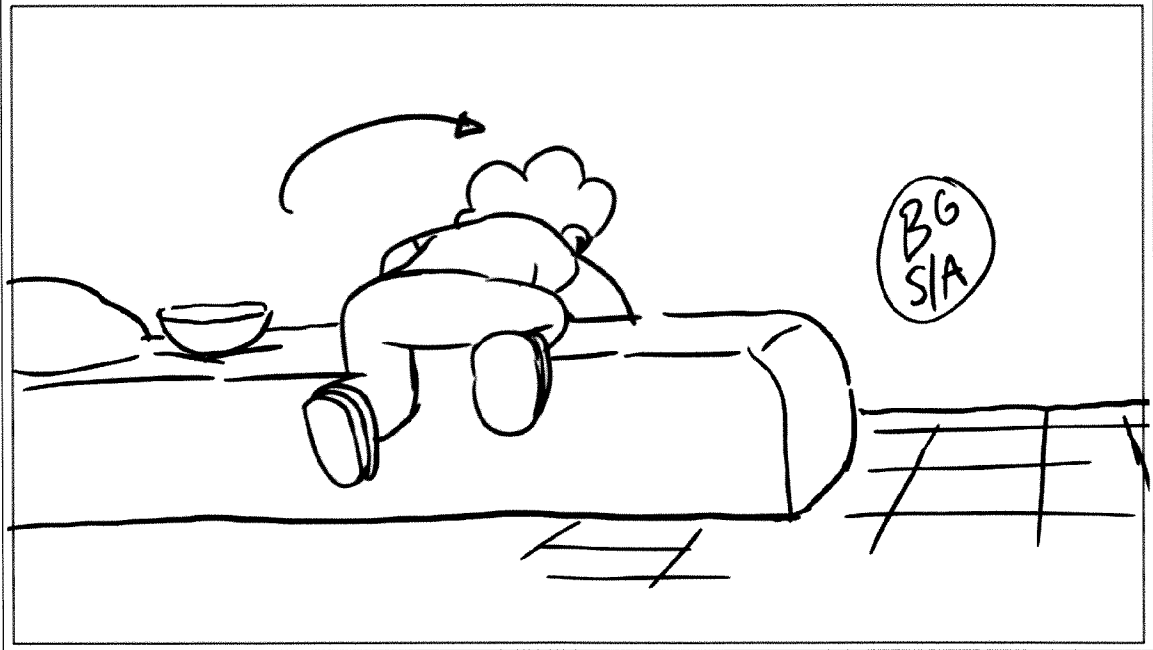
Scene 115 Panel 4
CONT



Dialog
STEVEN: NOW THAT THAT'S DONE TIME TO COMB THE BEACH FOR
QUARTERS

Slugging
4.09

Scene 115 Panel 5
CONT



Dialog
STEVEN: WITH MY

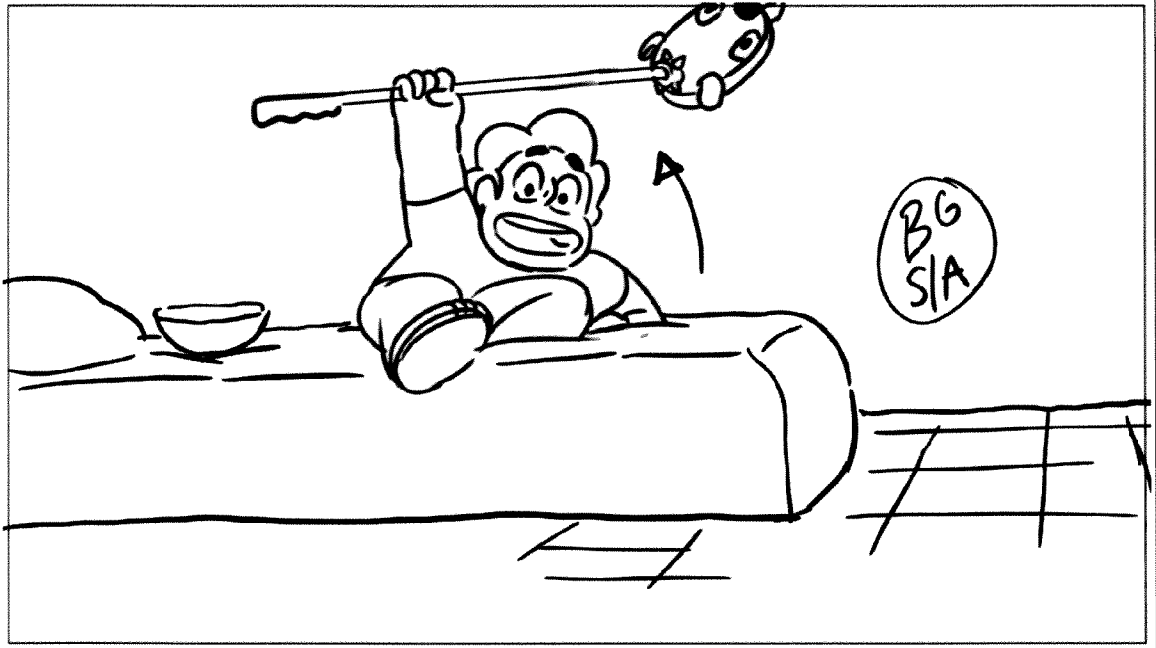
Action Notes
And grabs his metal detector from behind his bed.

Slugging
1.03
JUN 17 2013

1020.009

1020.009

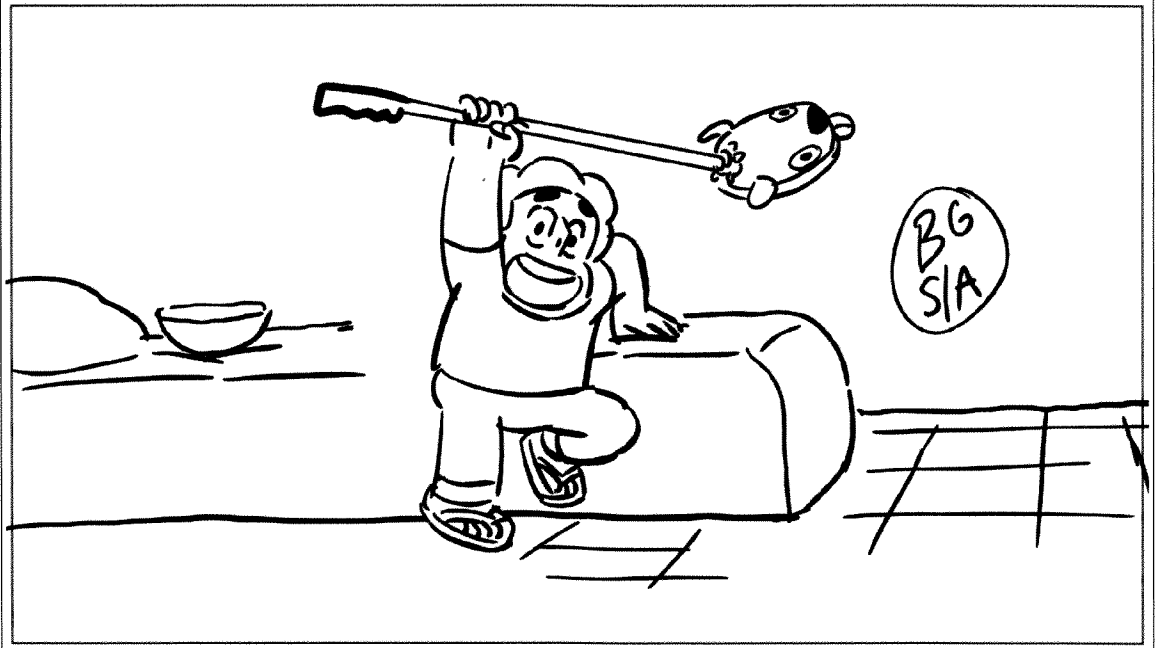
Scene 115 Panel 6
CONT



Dialog
STEVEN: METAL

Slugging
Panels 6 + 7 = 0.14

Scene 115 Panel 7
CONT



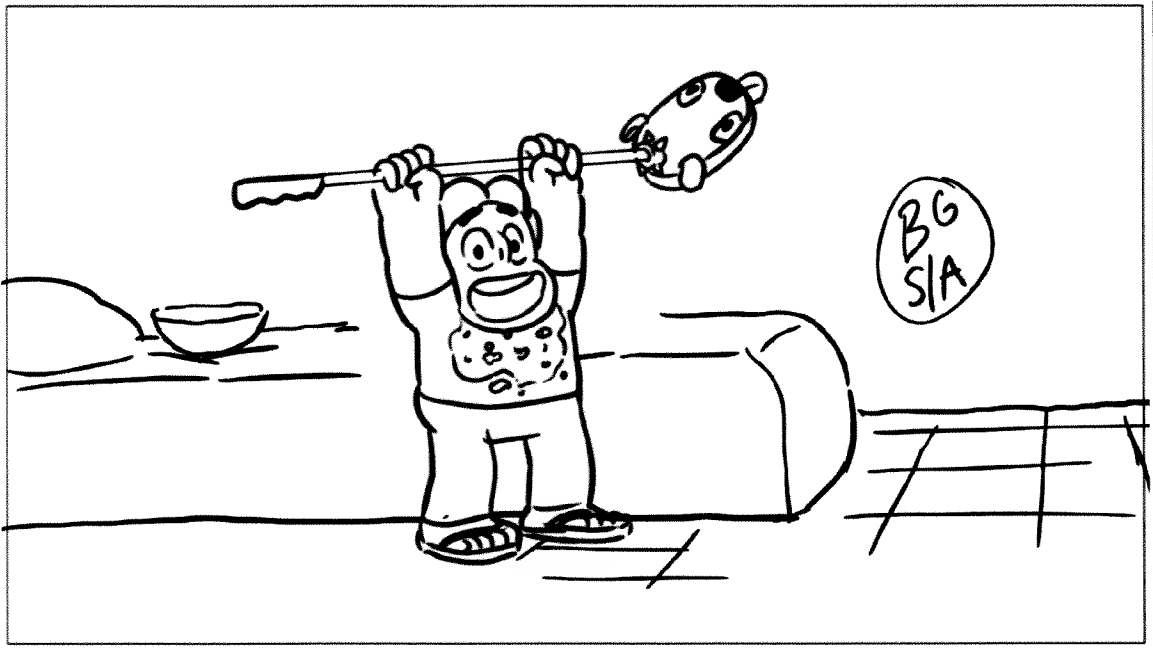
Dialog
STEVEN: METAL

Action Notes
Steven jumps off of his bed.
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1020.009

1020.009

Scene	Panel
115	CONT 8



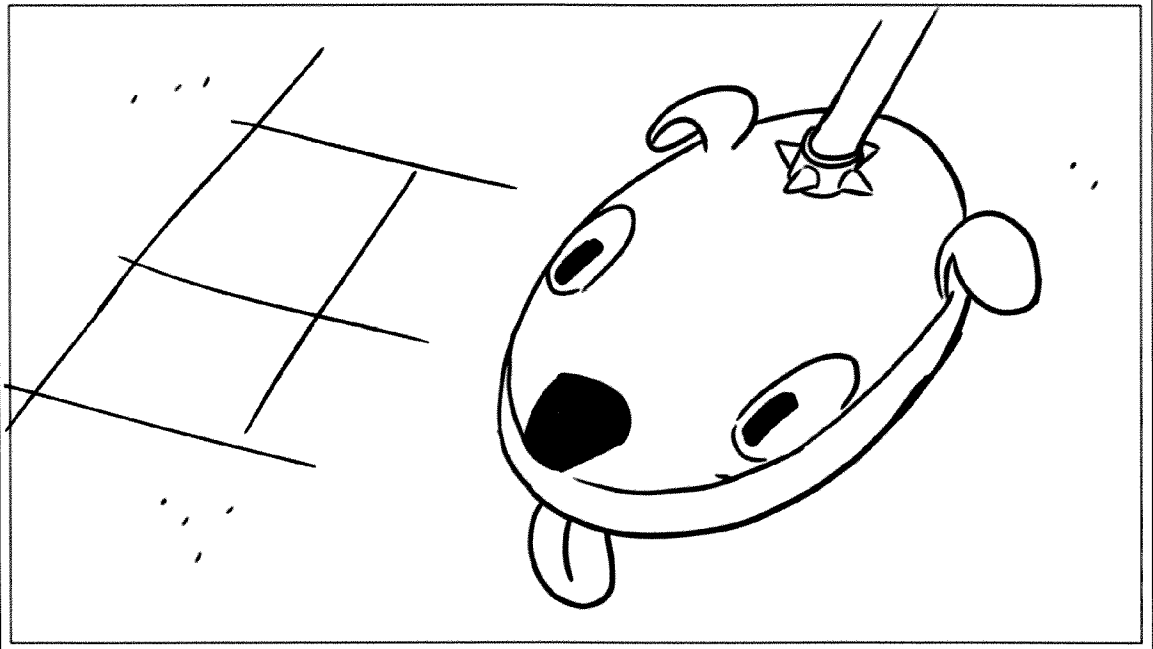
Dialog

STEVEN: MUTT!

Slugging

1.08

Scene	Panel
116	1



Dialog

STEVEN: SNIFF ME OUT SOME QUARTERS METAL MUTT!

Action Notes

Panels 1 + 2 x 2

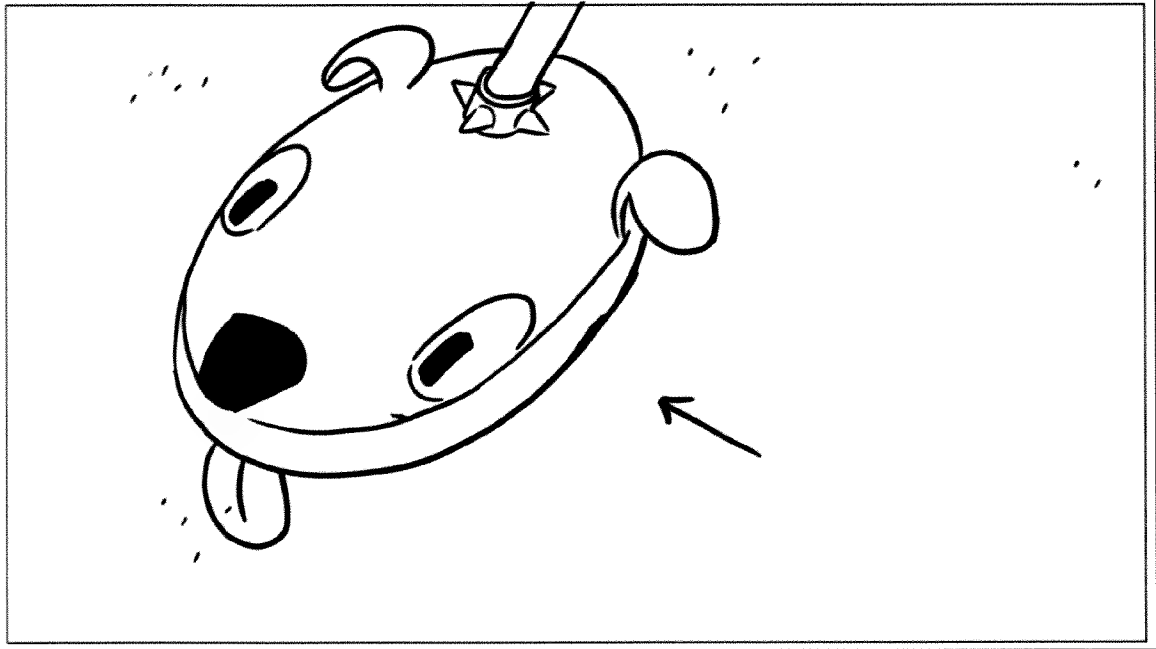
Slugging

Panels 1 + 2 = 1.08

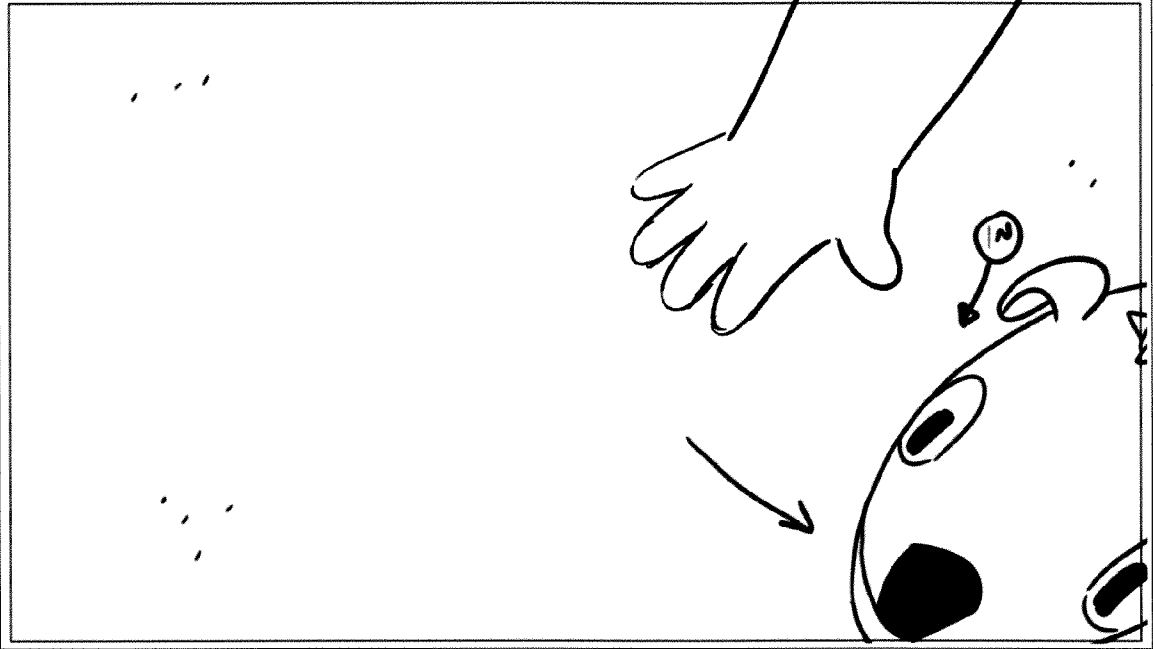
Total frames for repeat: 4.14

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Scene 116 cont Panel 2



Scene 116 cont Panel 3

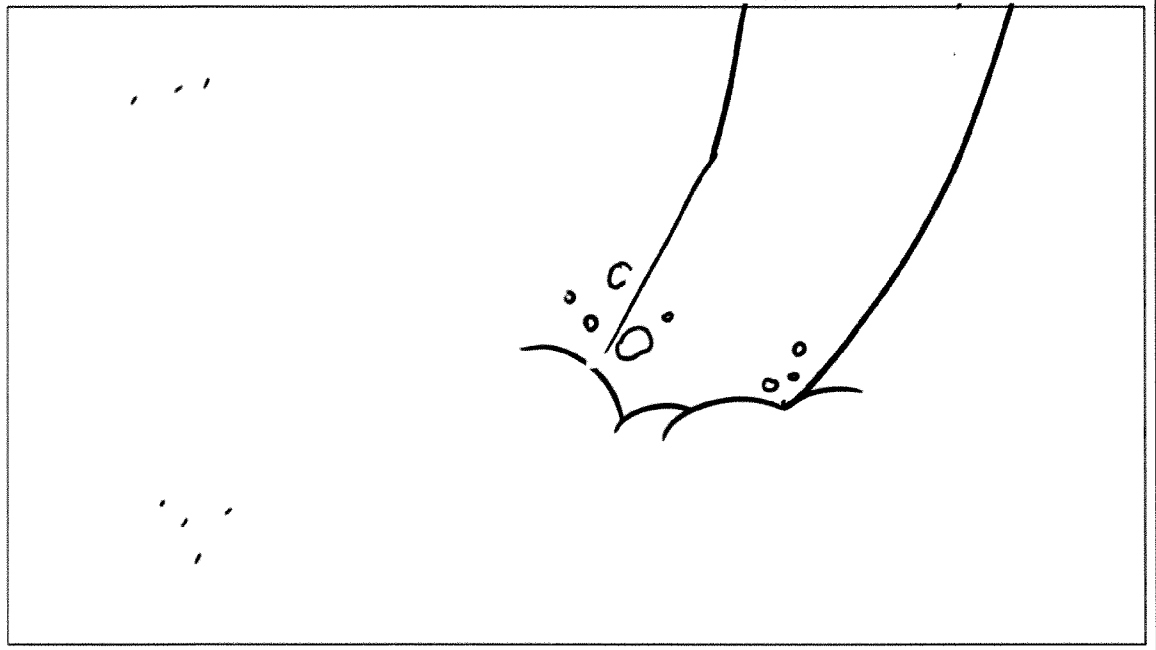


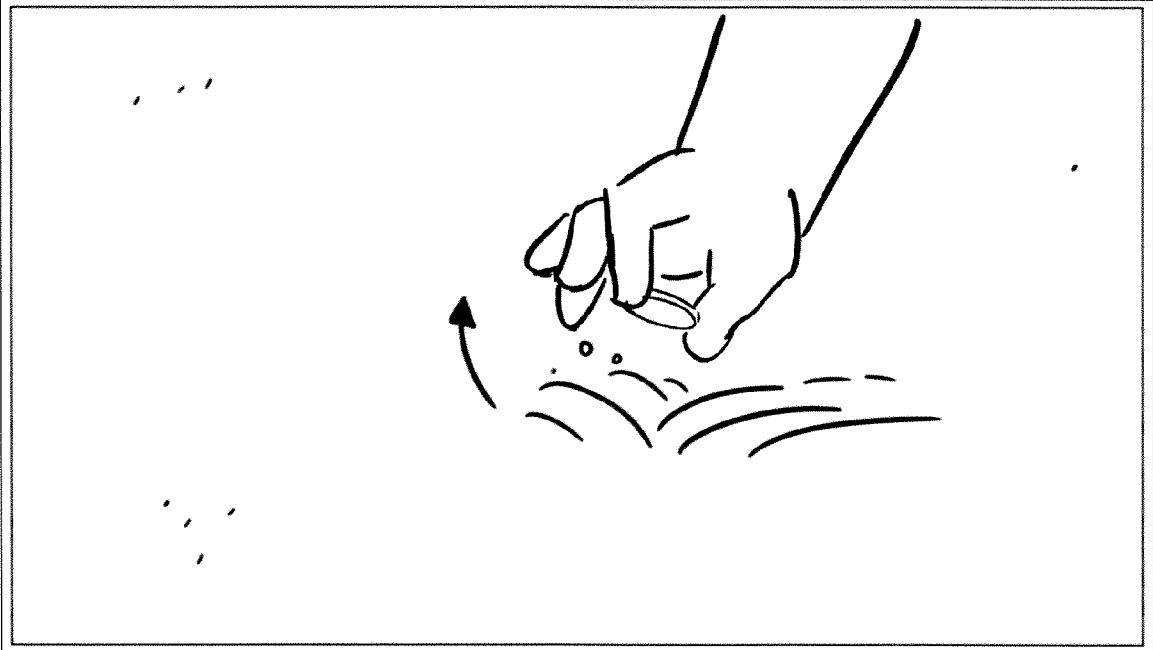
Action Notes
Steven's hand reaches in..
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Slugging
0.07

1020.009

1020.009

Scene	Panel
116	cont 4
	
<p>Action Notes and into the sand.</p>	
<p>Slugging 0.14</p>	

Scene	Panel
116	cont 5
	
<p>Dialog STEVEN: SILVER DOLLAR??</p>	
<p>Action Notes He pulls a coin out of the sand.</p>	
<p>Slugging Panels 5 + 6 = 2.13</p>	

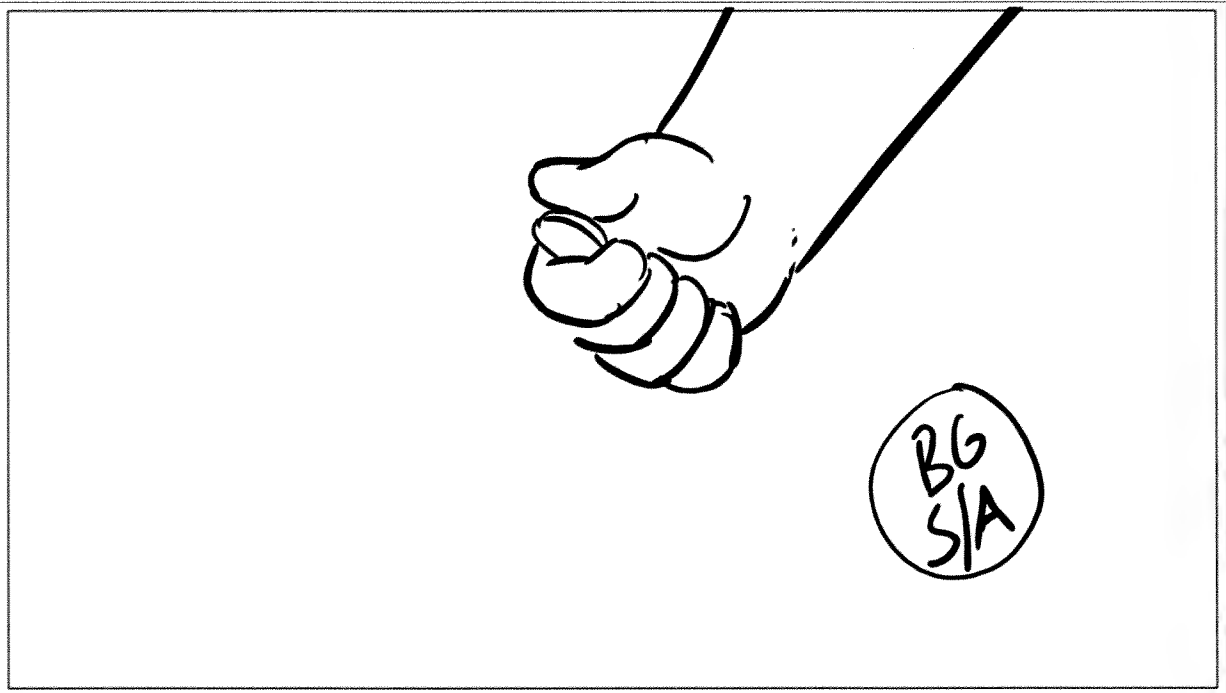
1020.009

600.0701

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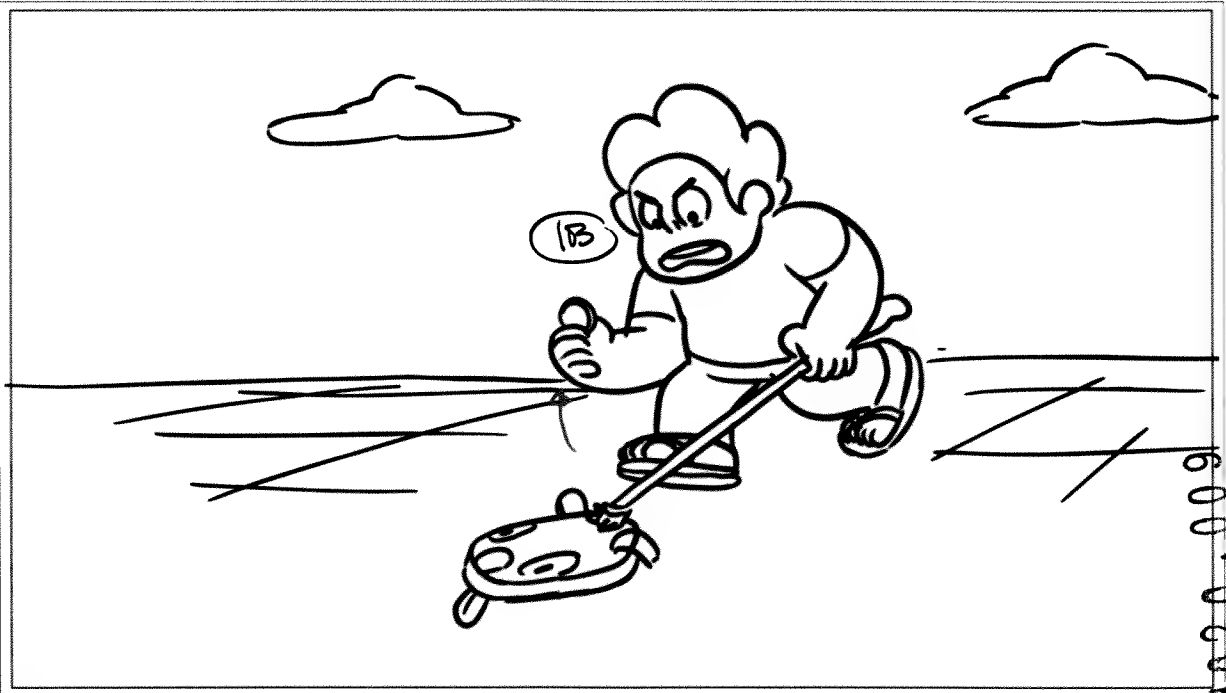
1020.009

Scene 116 Panel 6



Dialog
STEVEN: SILVER DOLLAR??

Scene 117 Panel 1



Action Notes
Steven looks at the coin...



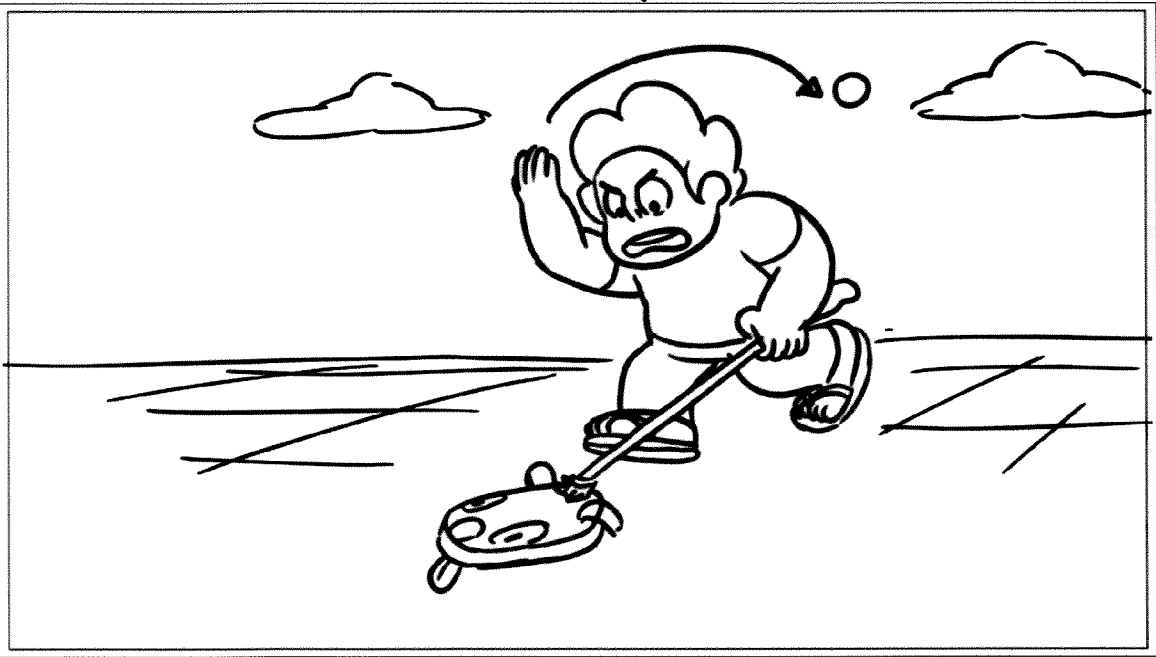
Slugging
0.06

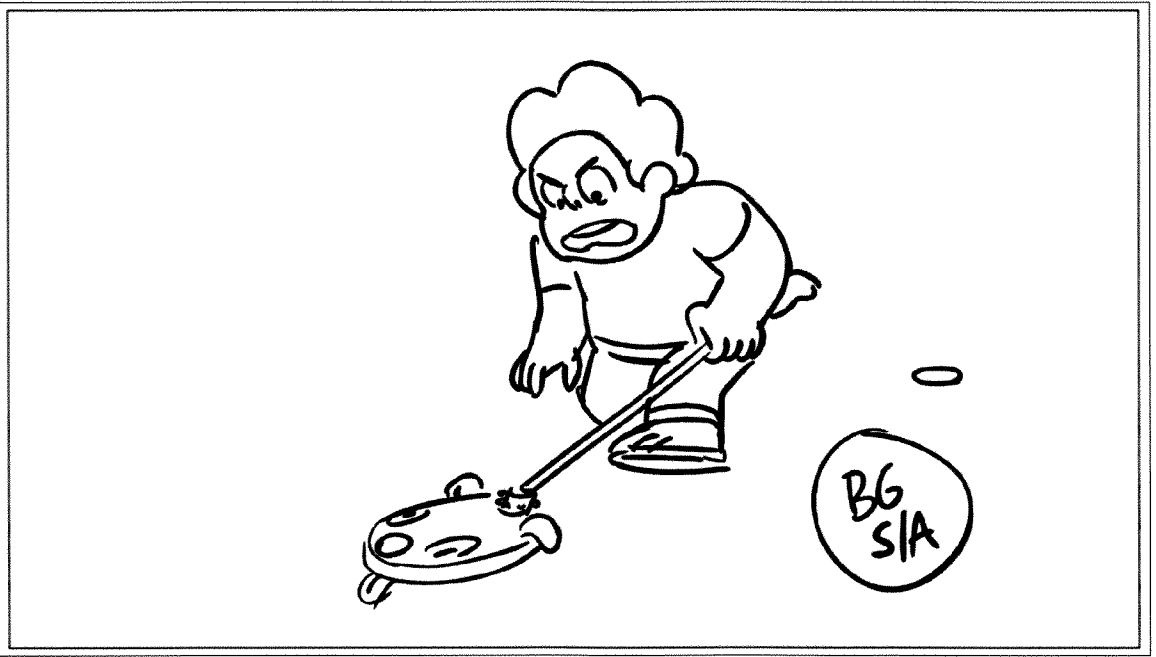
JUN 17 2013

1020.009

1020.0201

1020.009

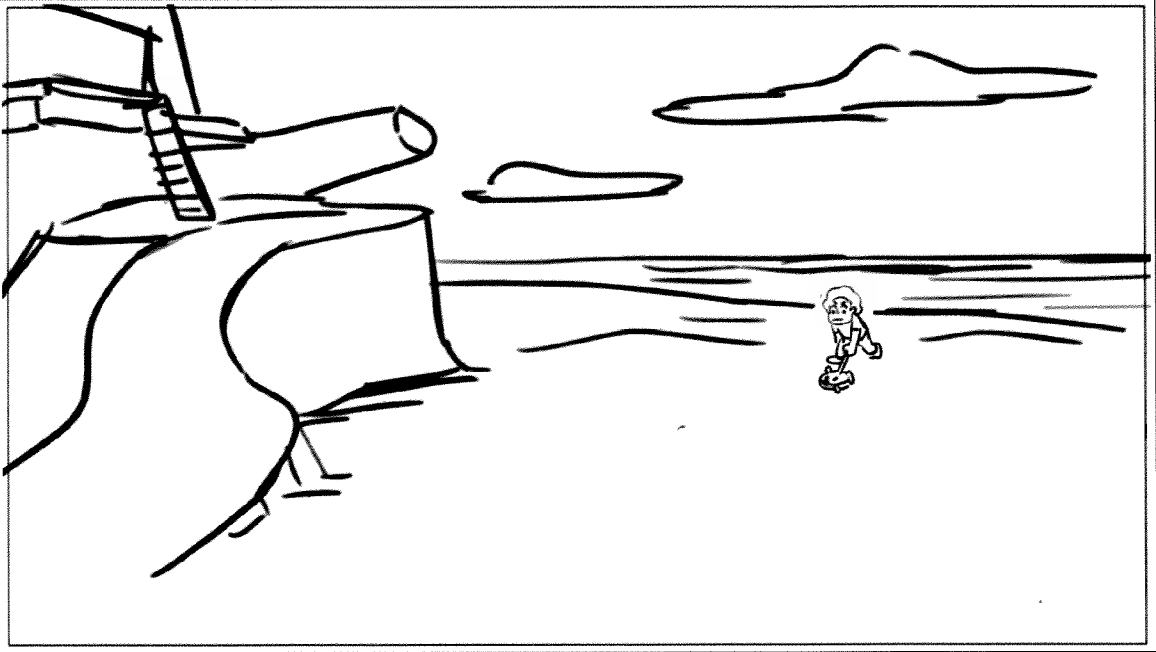
Scene	Panel
117	2
<i>cont</i>	
	
Dialog STEVEN: USELESS.	
Action Notes and tosses it away.	
Slugging Panels 2 + 3 = 2.00	

Scene	Panel
117	3
<i>cont</i>	
	
Dialog STEVEN: USELESS.	
Action Notes and tosses it away.	
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Scene	Panel
118	1



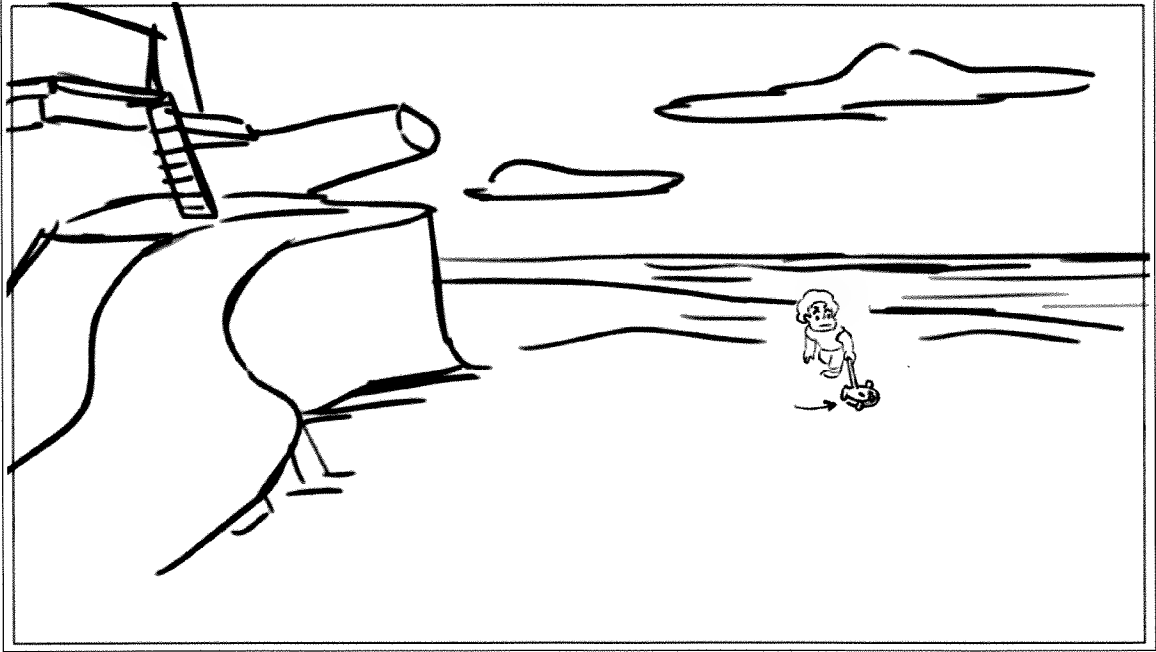
Dialog

STEVEN: COME ON...

Slugging

Panels 1 to 3 = 2.02

Scene	Panel
118	2



Dialog

STEVEN: COME ON...

Action Notes

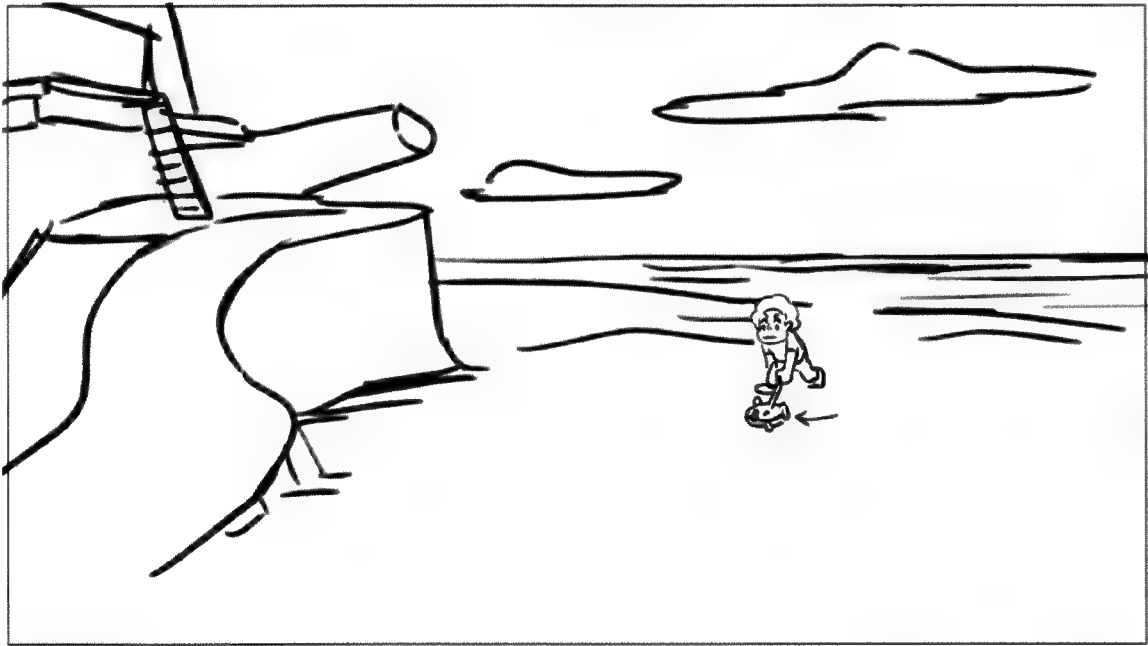
Steven walks uo the beach.

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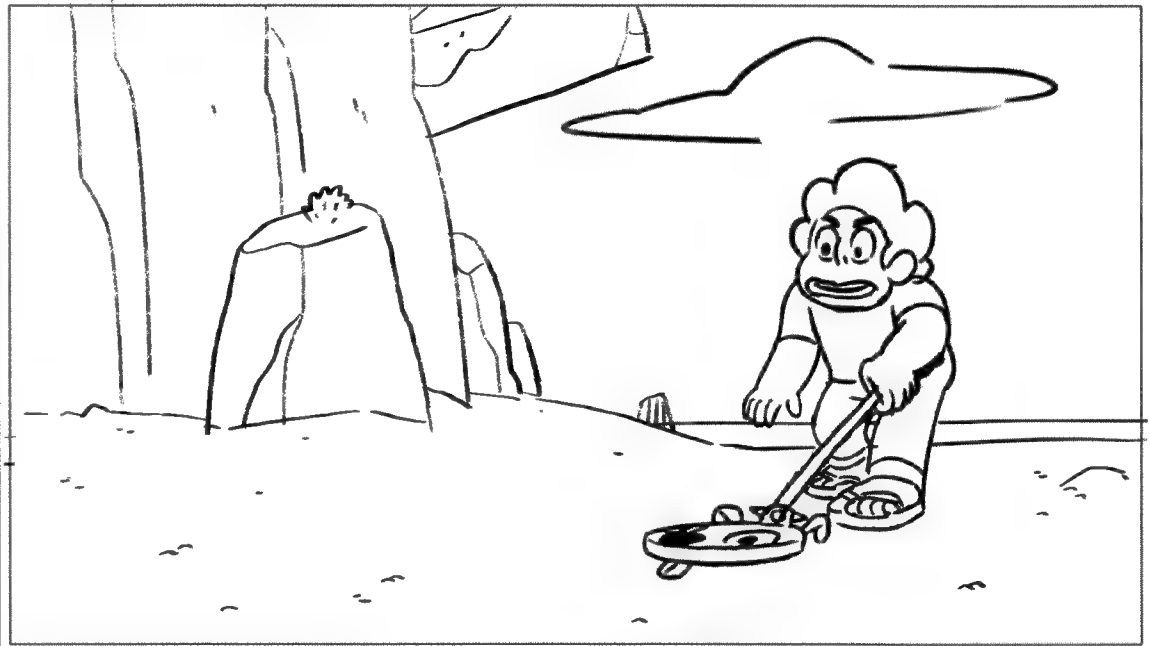
1020.009

Scene 118 Panel 3



Dialog
STEVEN: COME ON...

Scene 119 Panel 1



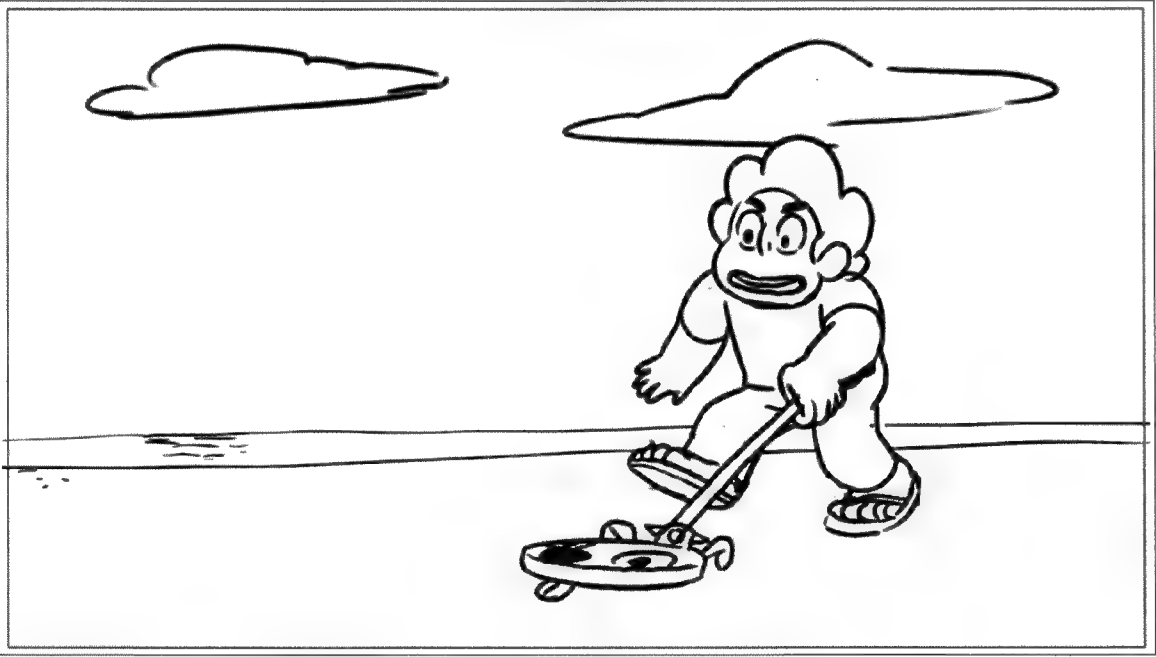
Dialog
STEVEN: COME ONN...

Slugging
Panels 1 + 2 = 2.05
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1020.009

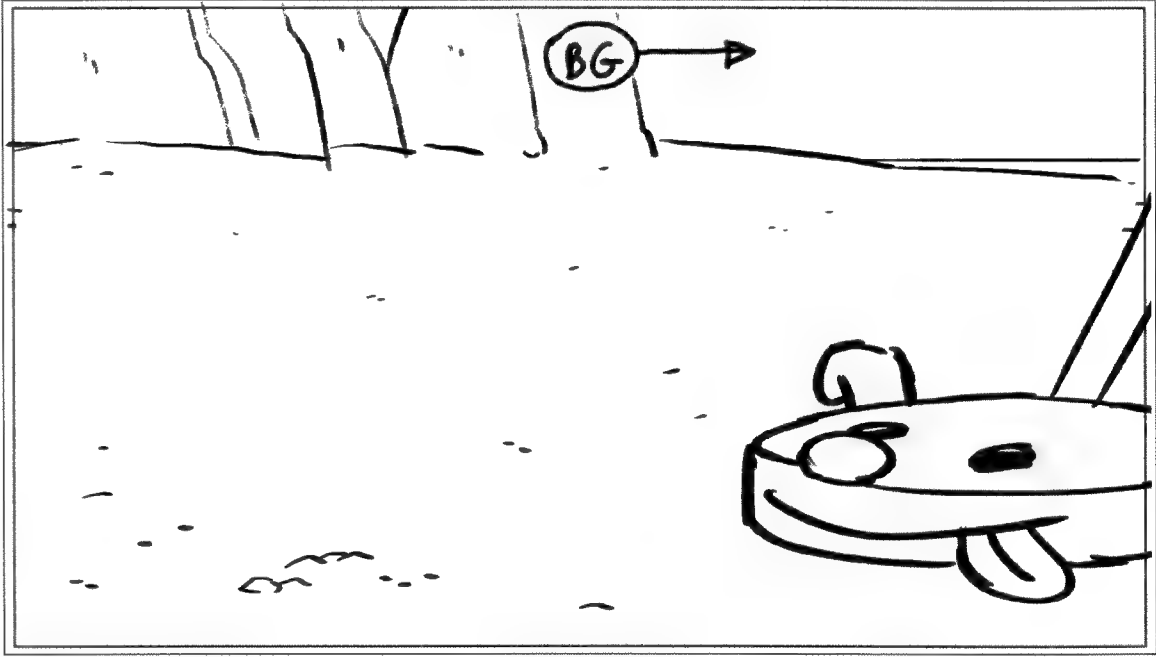
1020.009

Scene 119 Panel 2



Dialog
STEVEN: COME ONN...

Scene 120 Panel 1



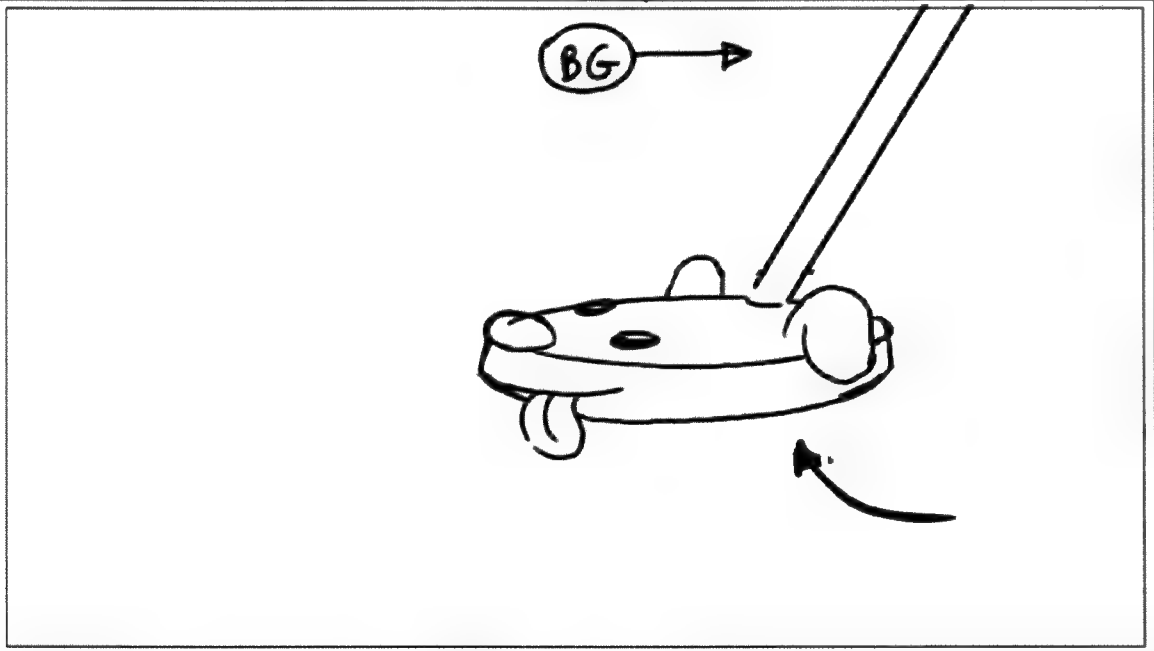
Action Notes
And continues to scan with metal detector.

Slugging
1.02
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1020.009

1020.009

Scene 120 *cont* Panel 2



Dialog
STEVEN: THIS BETTER NOT BE ANOTHER CAT.

Slugging
3.11

Scene 121 Panel 1



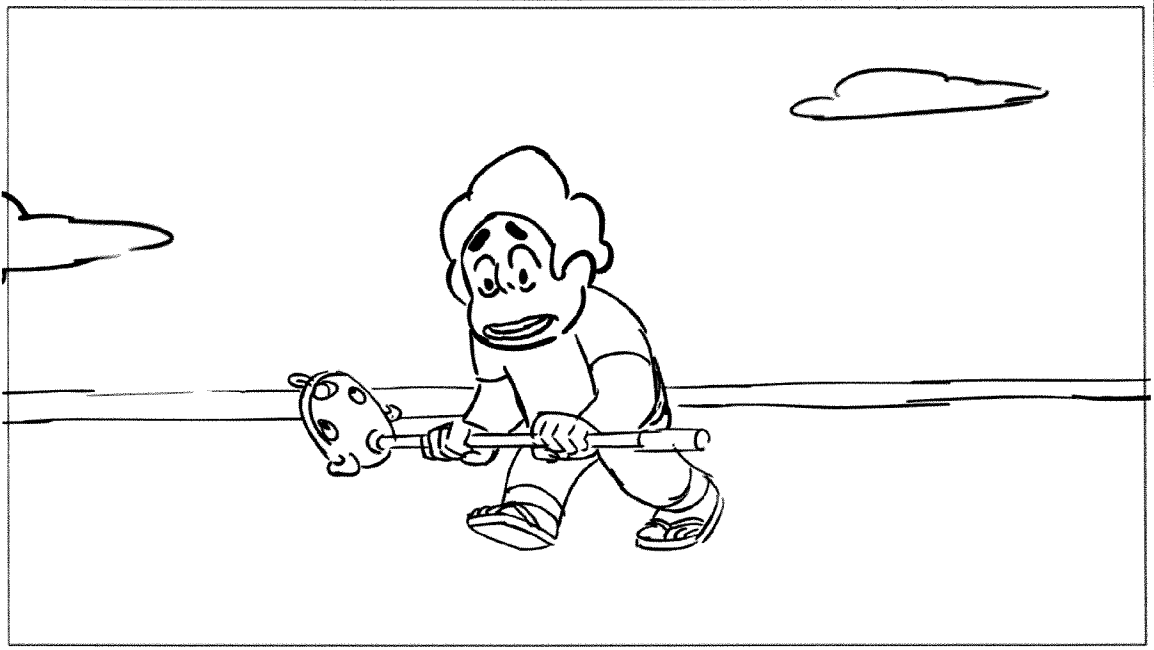
Slugging
Panels 1 to 3 = 0.14

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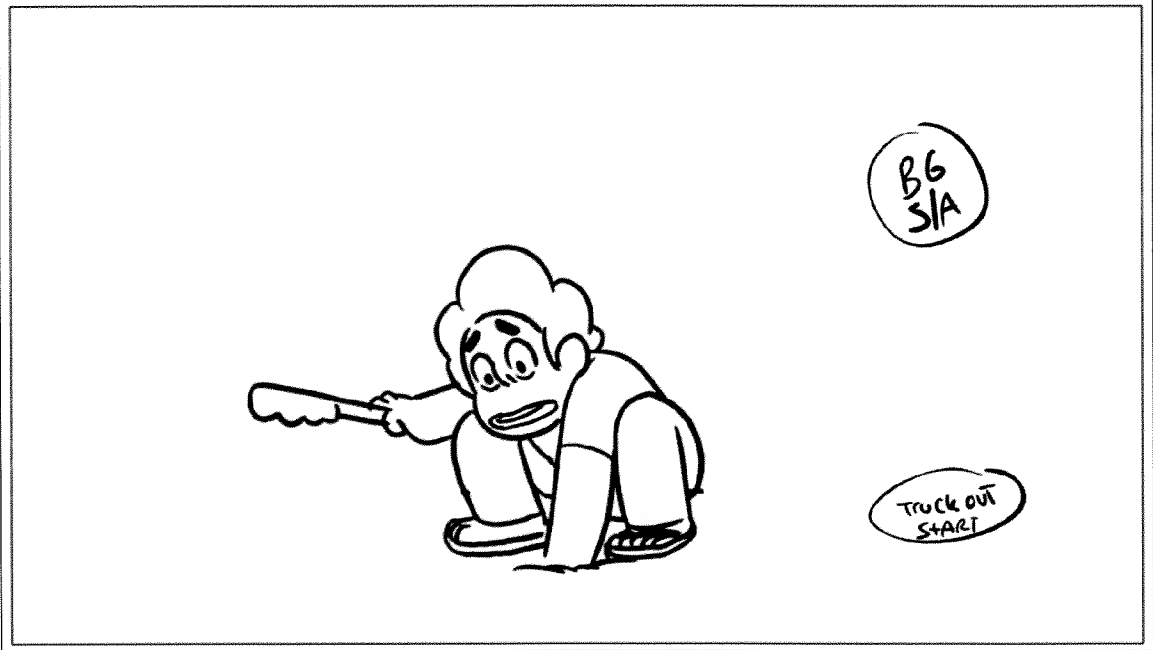
1020.009

1020.009

Scene 121 Panel 2



Scene 121 Panel 3



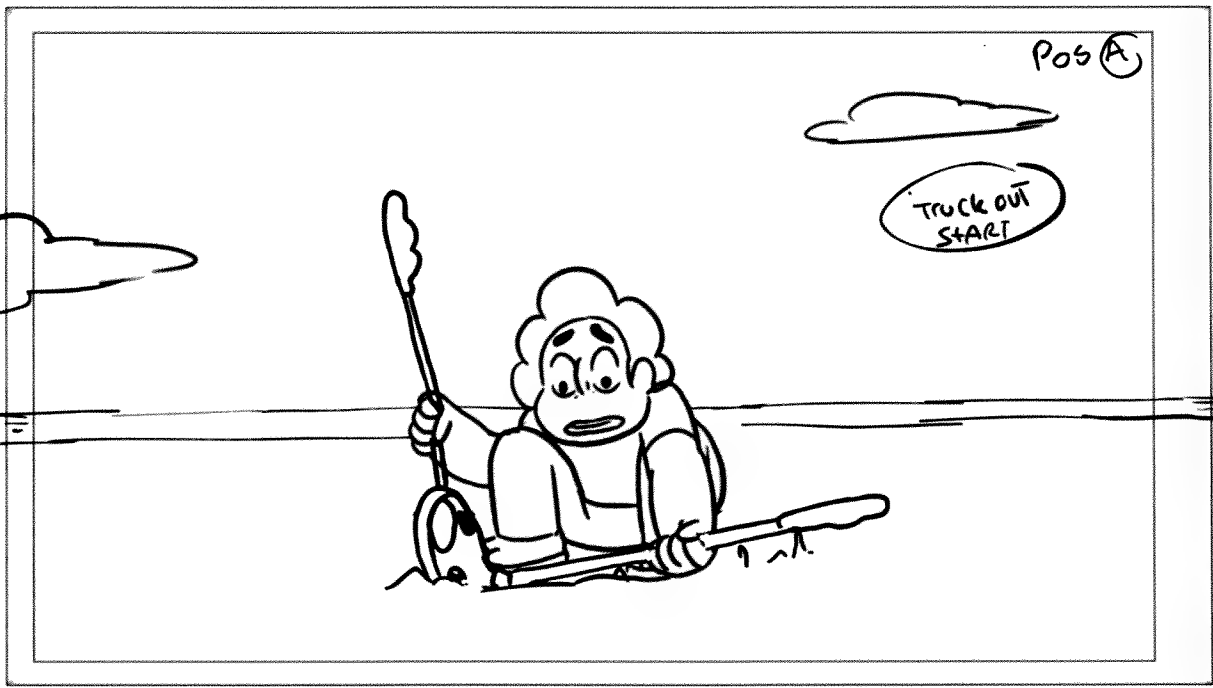
Action Notes
Steven reaches into sand...

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1020.009

1020.009

Scene	Panel	
121	<i>cont</i>	Pos (B) 4



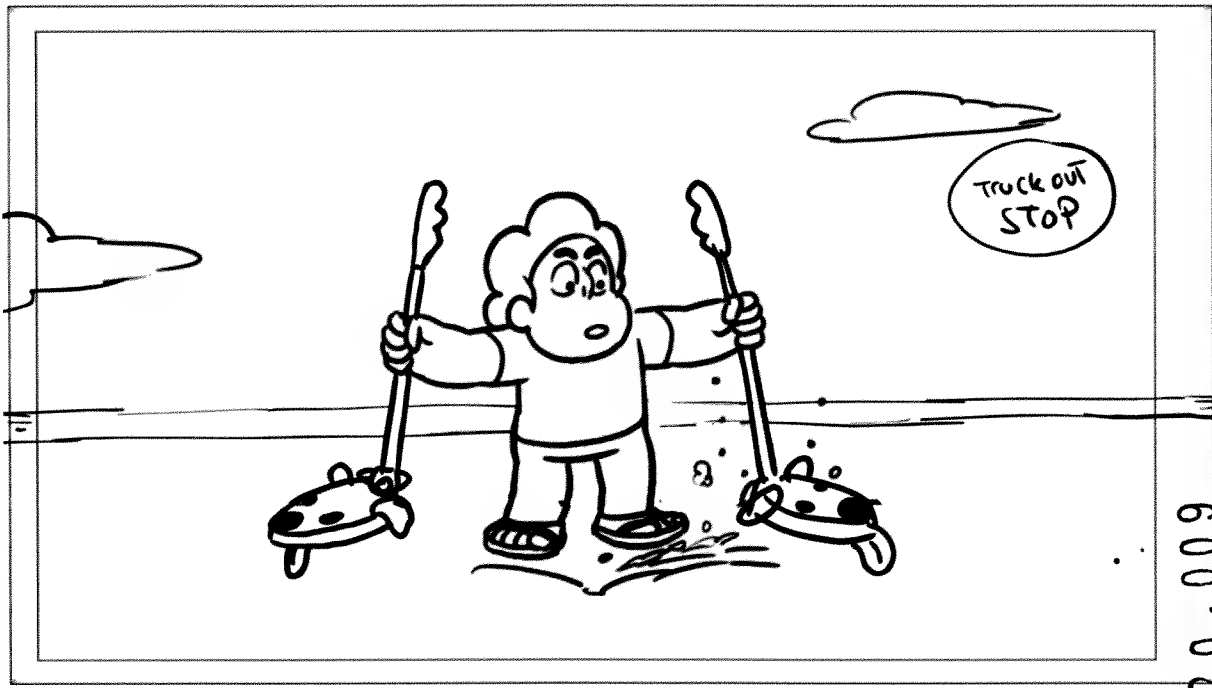
Action Notes

Start truck out.

Slugging

ADJ: 0.08

Scene	Panel	
121	<i>cont</i>	5



Action Notes

stop truck out.
Steven finds another metal detector.

Slugging

ADJ: 0.06

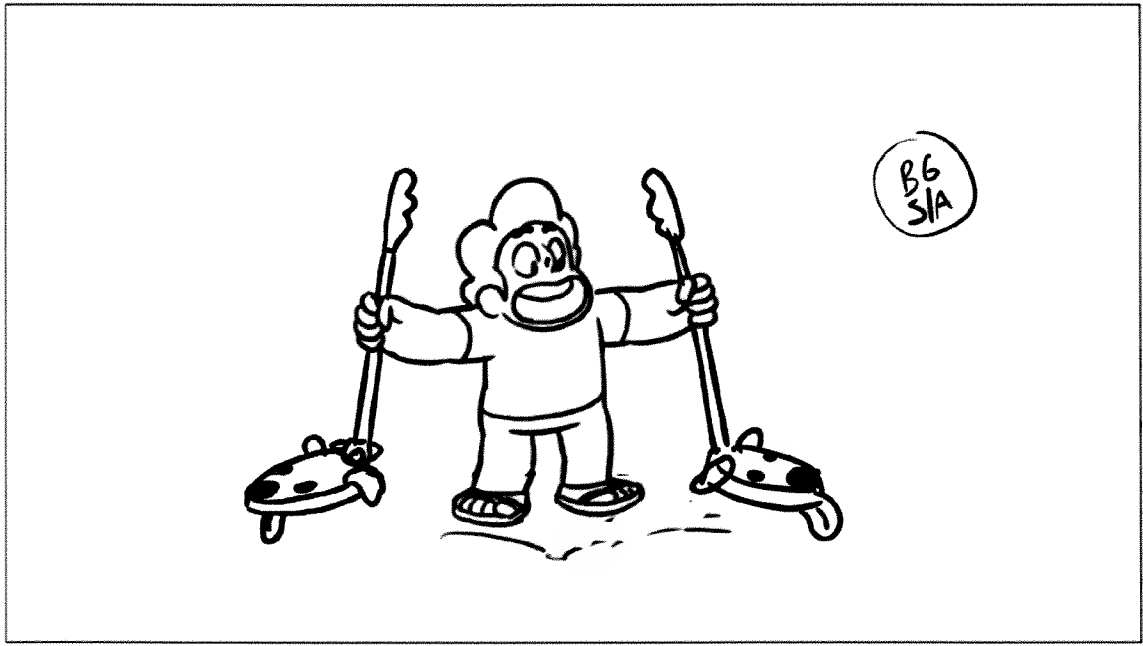
JUN 17 2009

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1020.009

1020.000

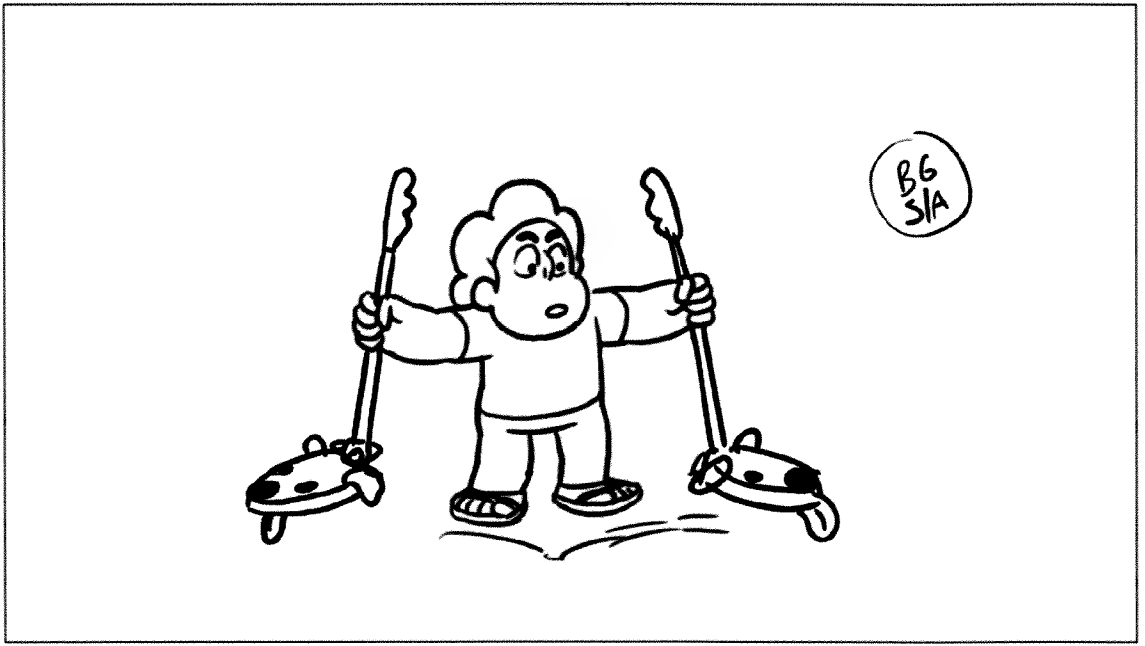
Scene 121 Panel 6
CONT



Dialog
STEVEN: DOUBLE DOGS!

Slugging
3.02

Scene 121 Panel 7
CONT



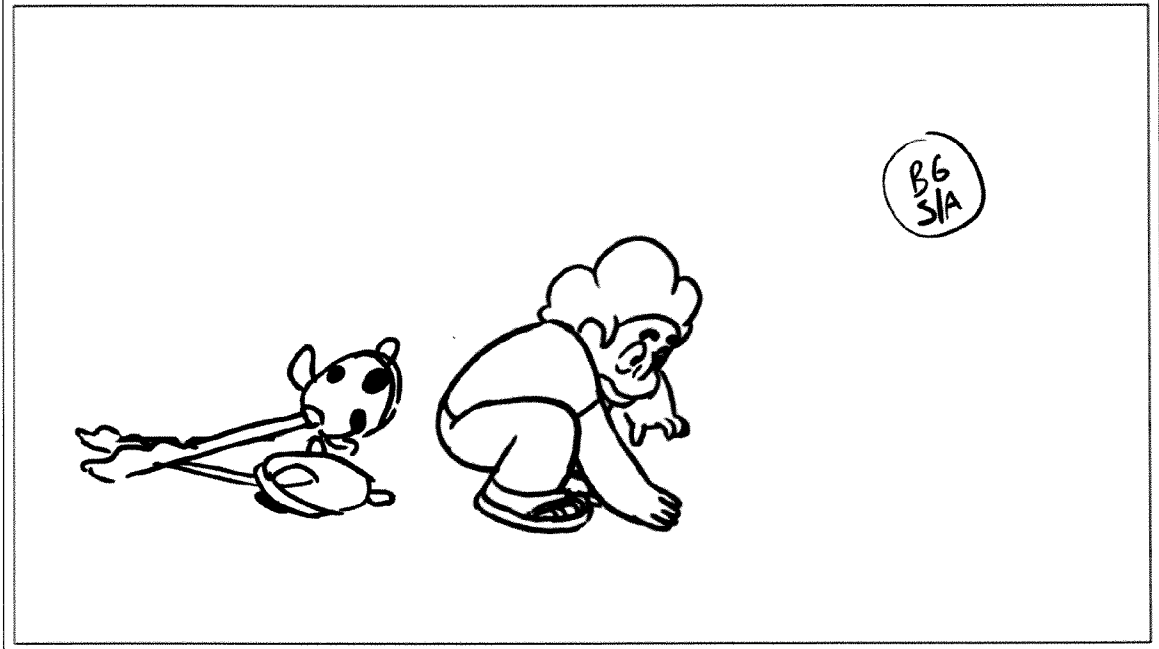
Slugging
2.04

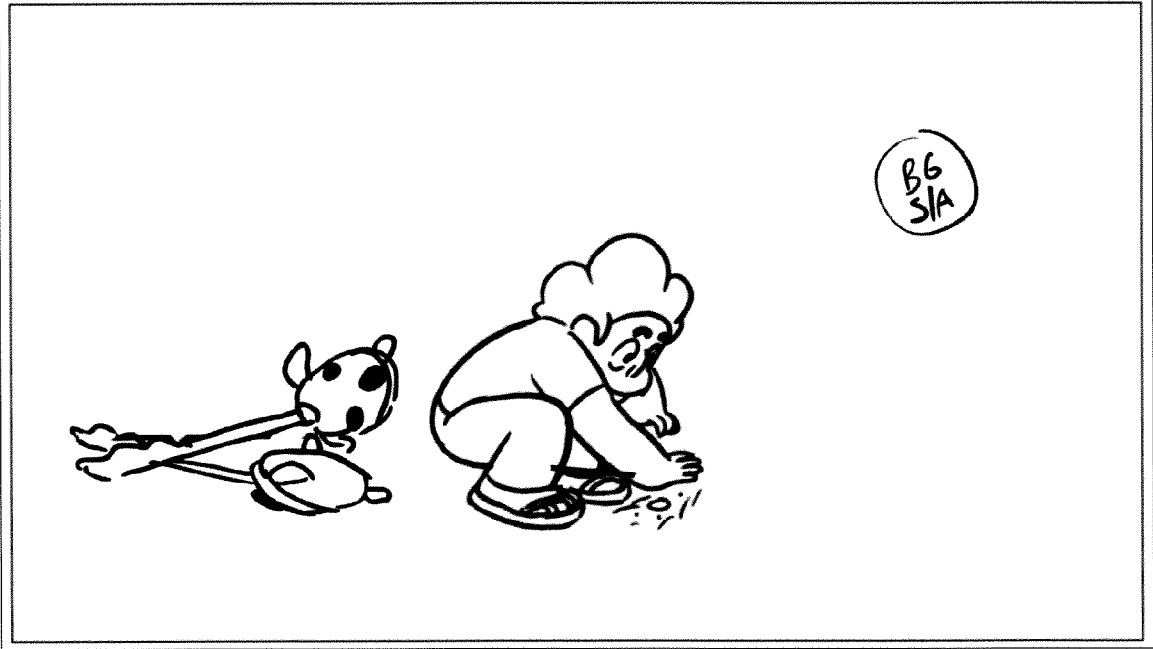
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Scene	121	Panel	10
			
<p>Action Notes</p> <p>Steven pushes away sand...</p>			
<p>Slugging</p> <p>0.06</p>			

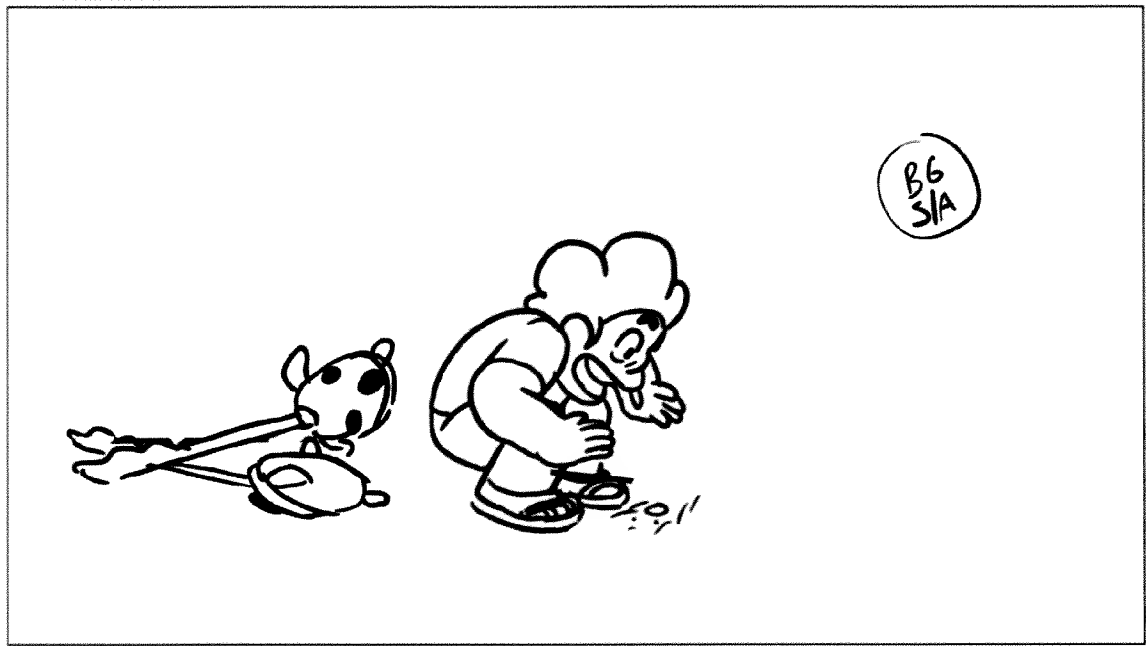
Scene	121	Panel	11
			
<p>Action Notes</p> <p>and finds another coin.</p>			
<p>Slugging</p> <p>0.06</p> <p>CLV 17 2013</p>			

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Scene	Panel
121	12

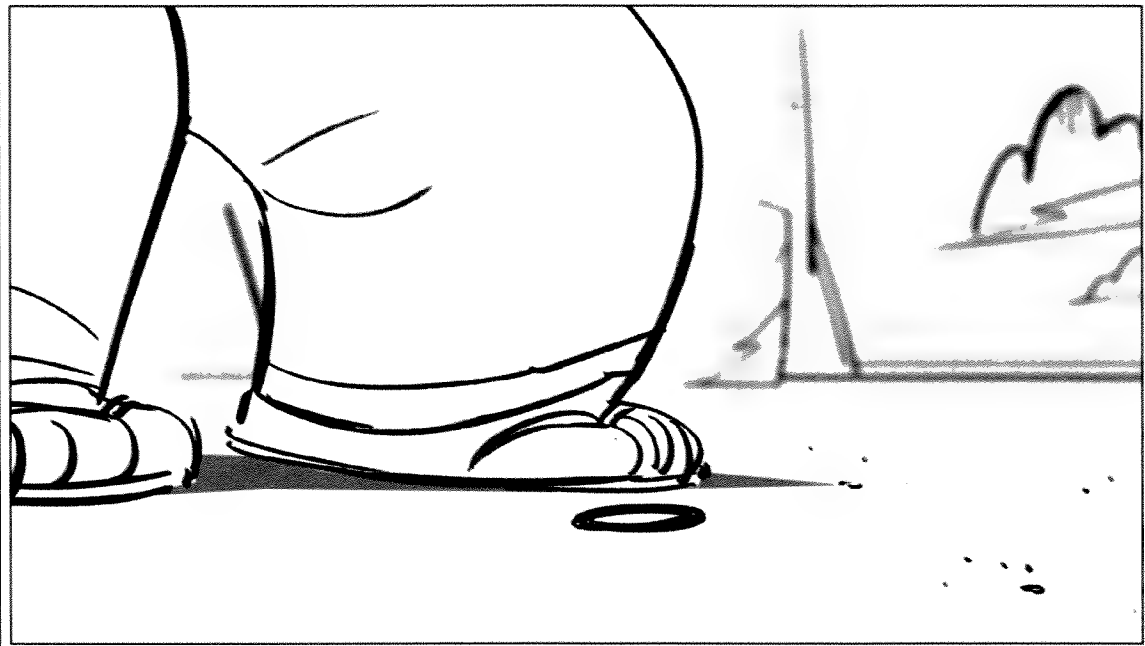
CONT



Dialog
STEVEN: QUARTERS!

Slugging
1.07

Scene	Panel
122	1



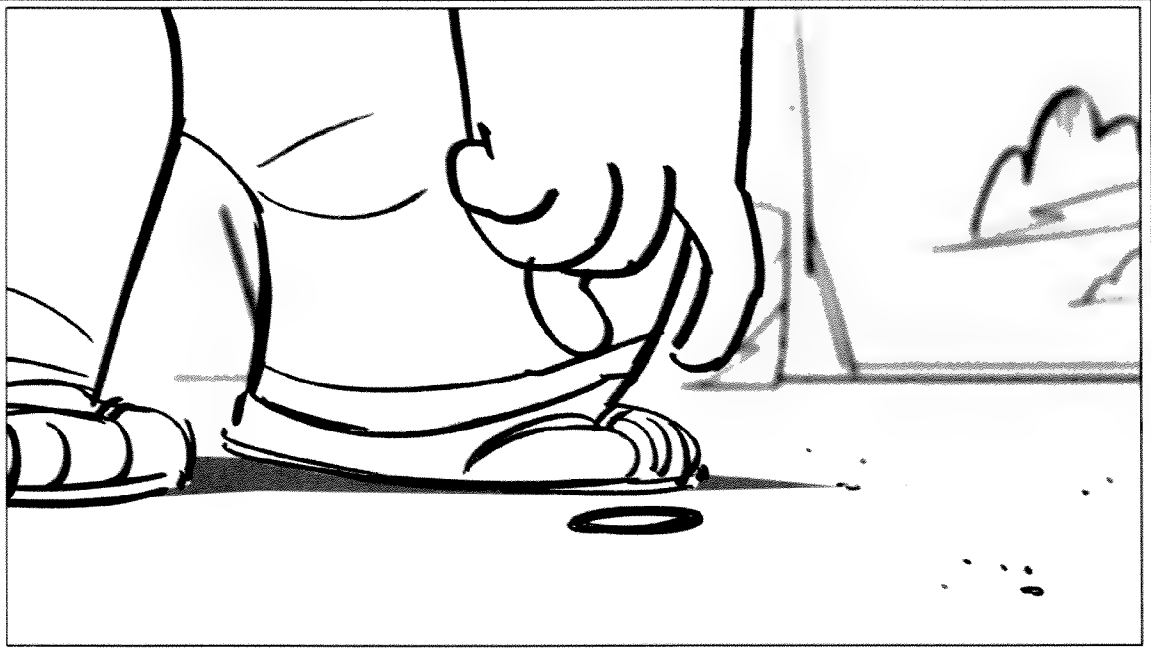
Slugging
0.05

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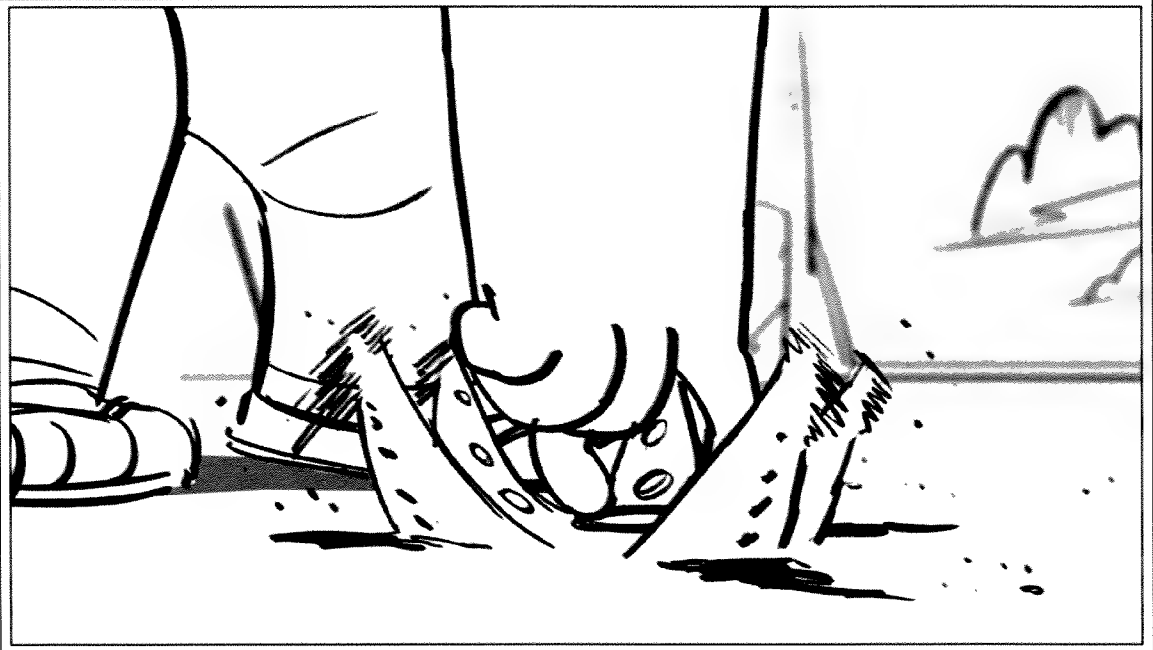
Scene 122 Panel 2
CONT



Action Notes
Steven's hand comes into frame to pick up quarter

Slugging
0.05

Scene 122 Panel 3
CONT



Action Notes
Star burst out of sand around steven's hand

Slugging
0.05

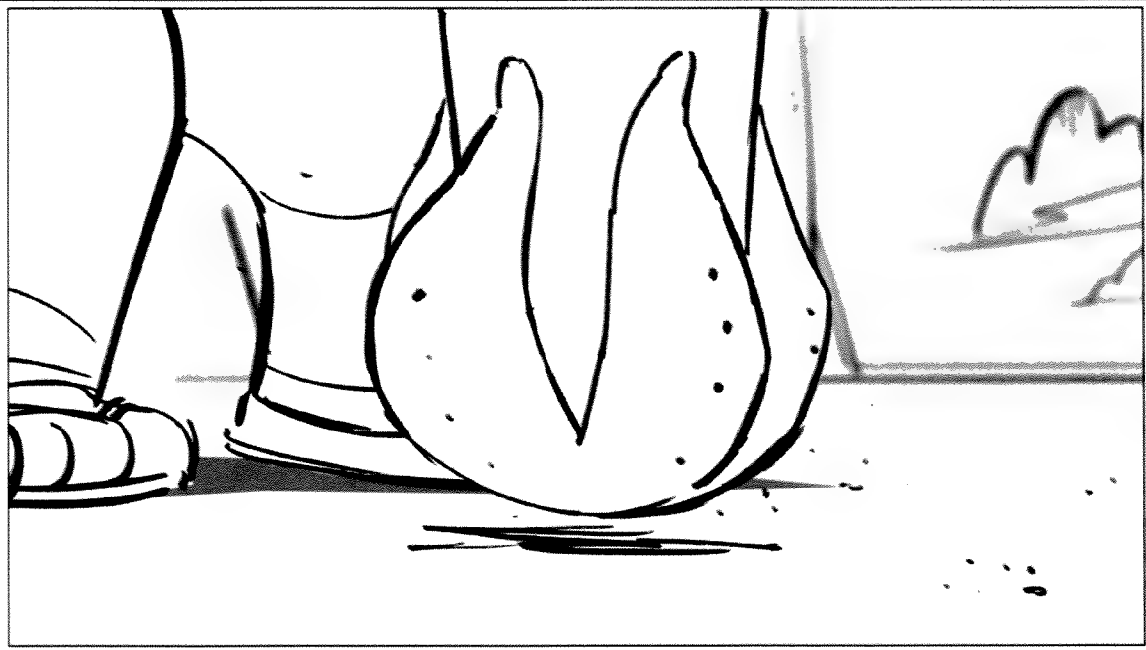
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Scene	Panel
122	CONT 4



Slugging
0.05

Scene	Panel
123	1



Slugging
0.05

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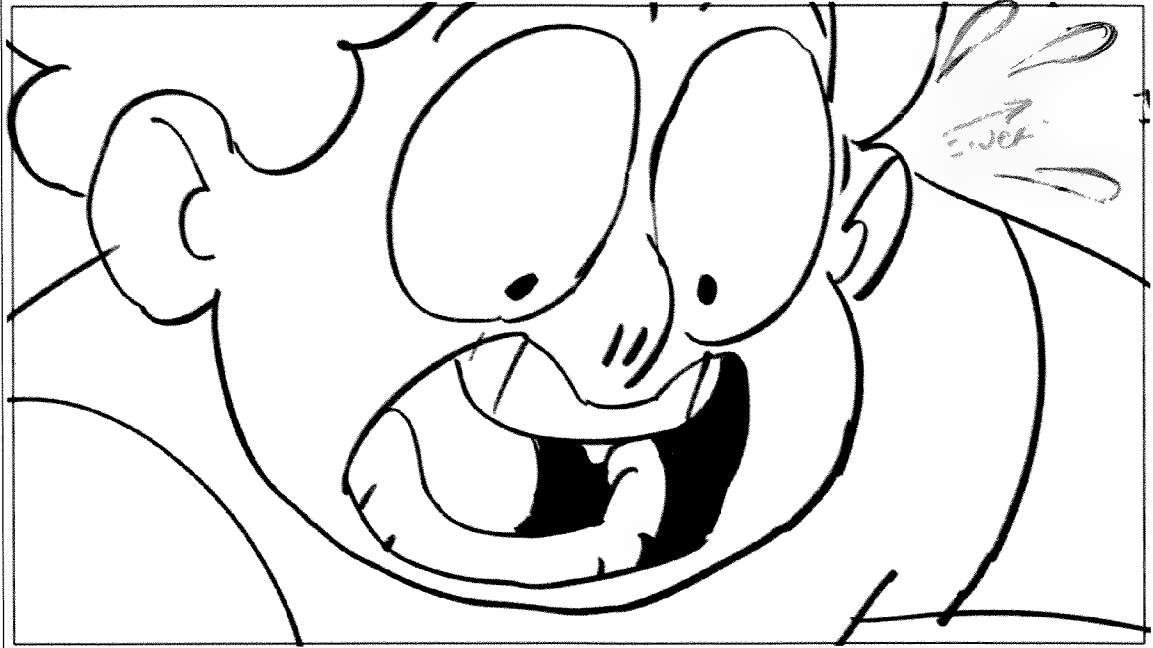
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Scene 123 Panel 2



Slugging
0.05

Scene 123 Panel 3



Dialog
STEVEN: AHH!

Slugging
0.05

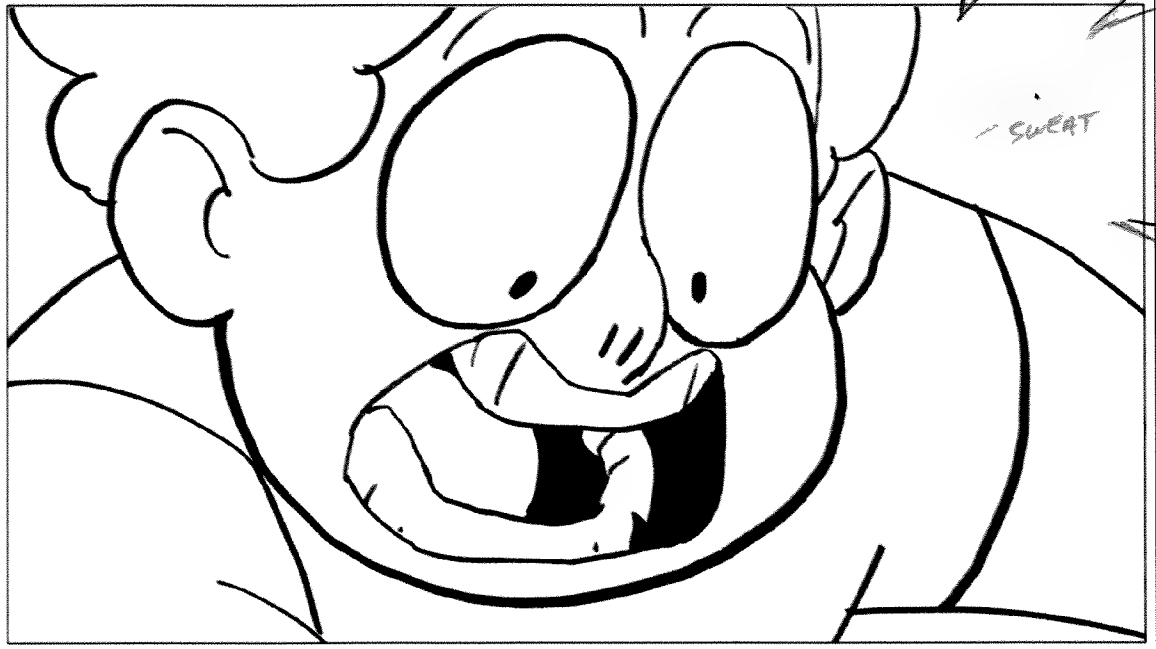
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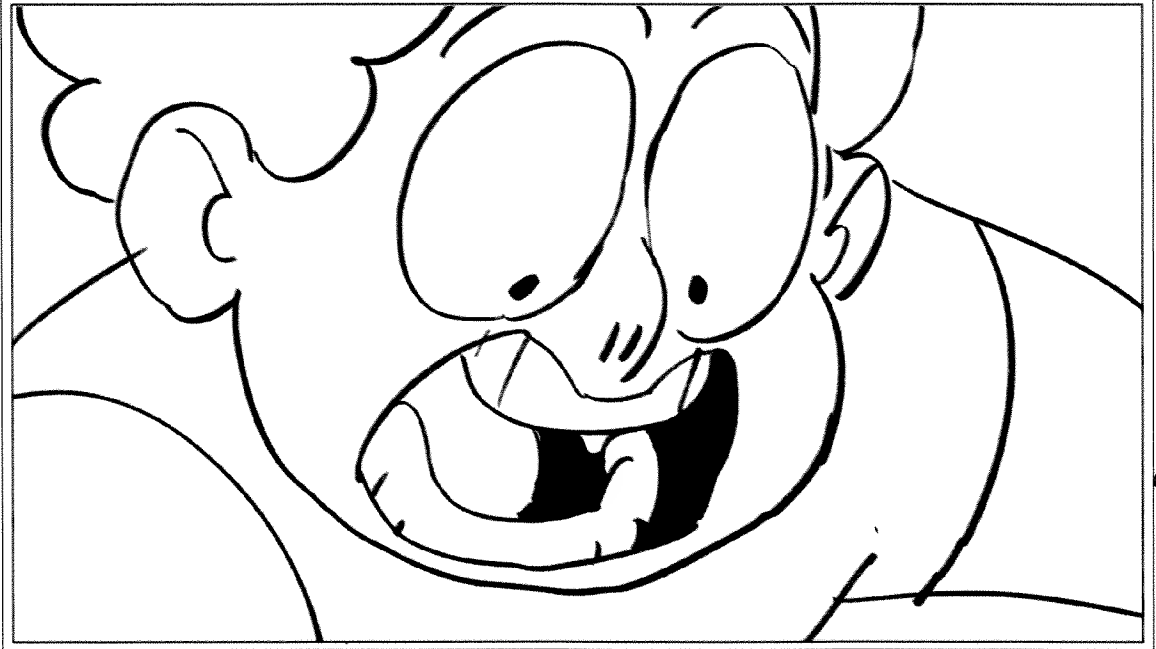
Scene 123 Panel 4
CONT



Dialog
STEVEN: AHH!

Slugging
0.05

Scene 123 Panel 5
CONT



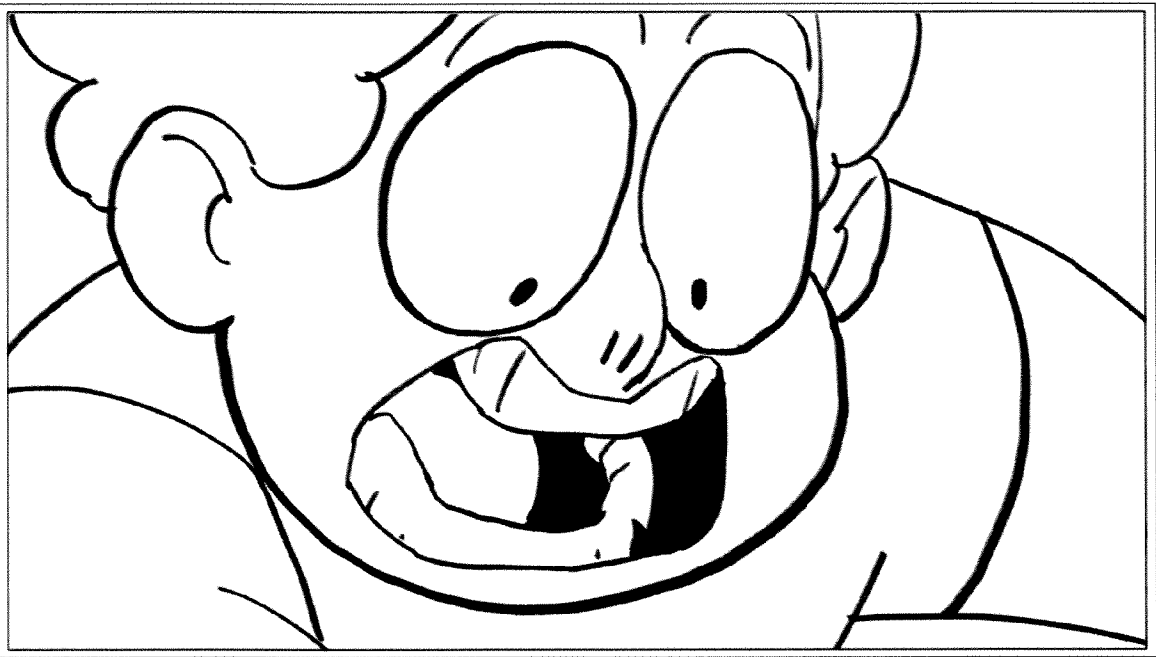
Dialog
STEVEN: AHH!

Slugging
0.05
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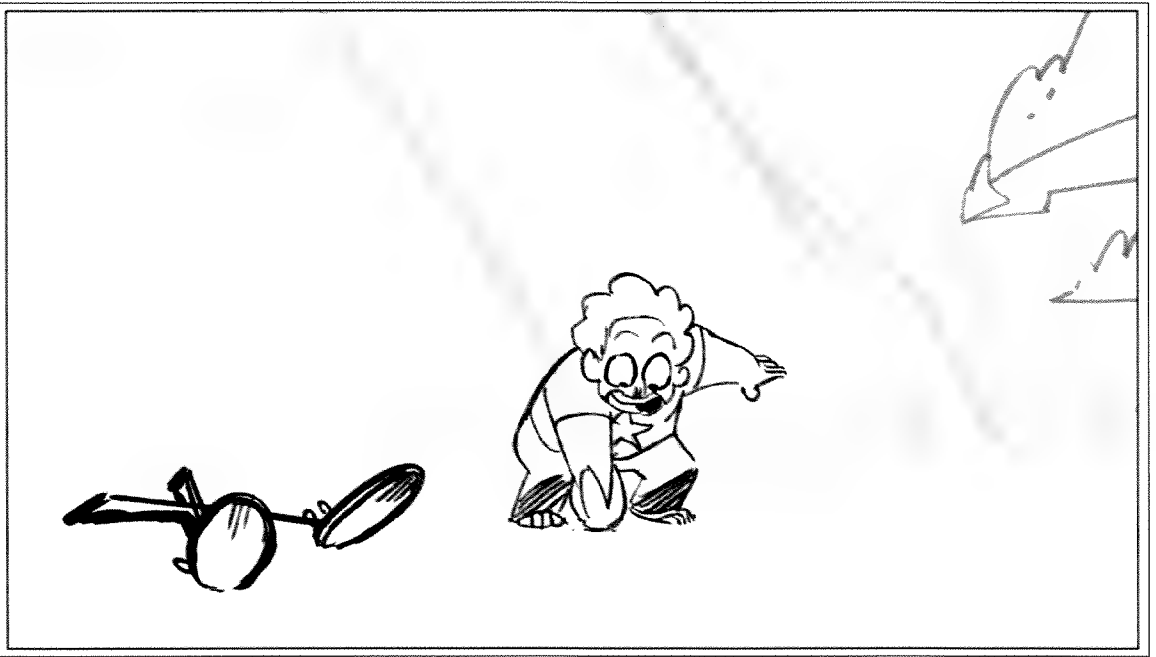
Scene	Panel
123	6



Dialog
STEVEN: AHH!

Slugging
0.05

Scene	Panel
124	1



Dialog
STEVEN: AHH!

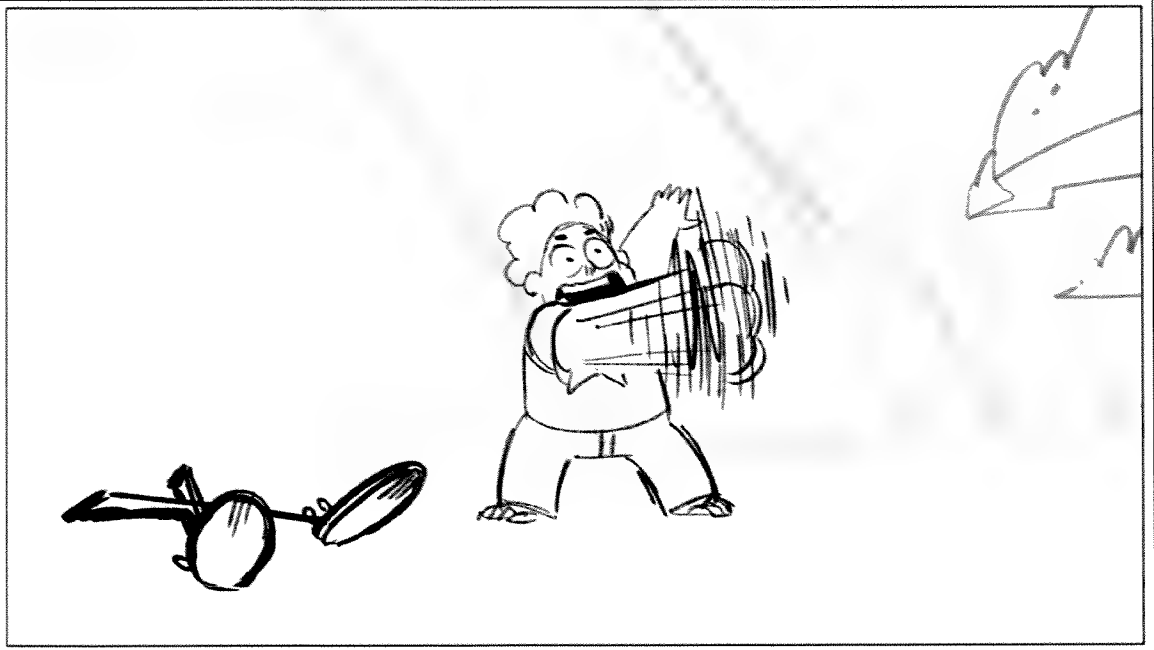
Slugging
0.05

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Scene	Panel
124	cont 2

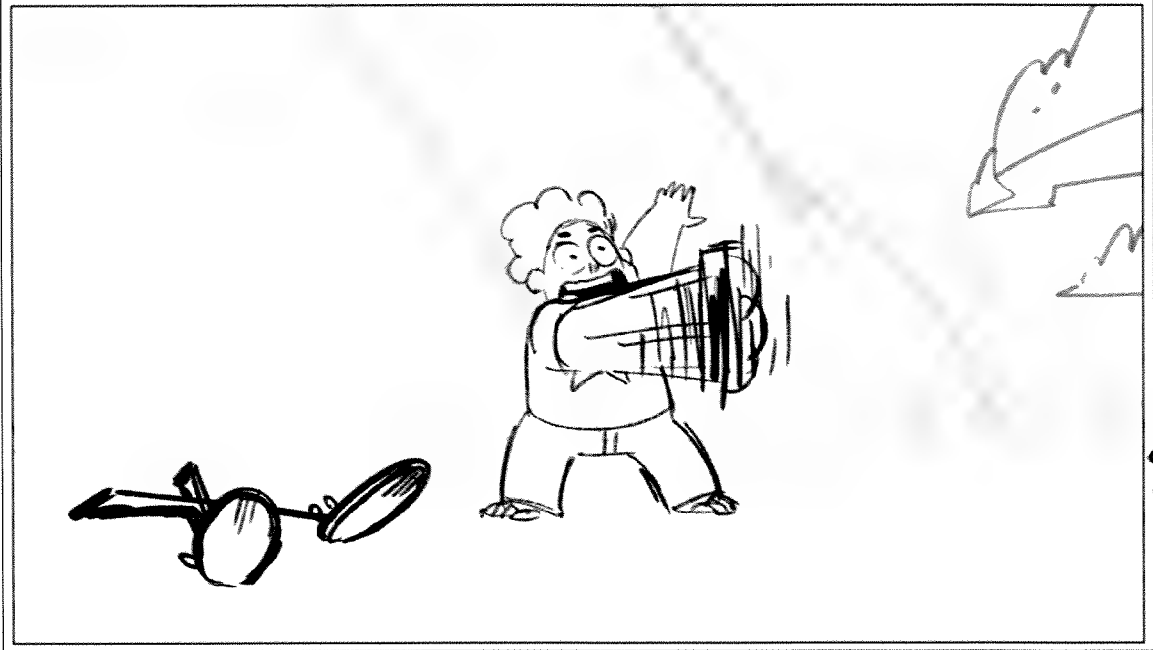


Dialog
STEVEN: AHH!

Action Notes
Steven panicking

Slugging
0.05

Scene	Panel
124	cont 3



Dialog
STEVEN: AHH!

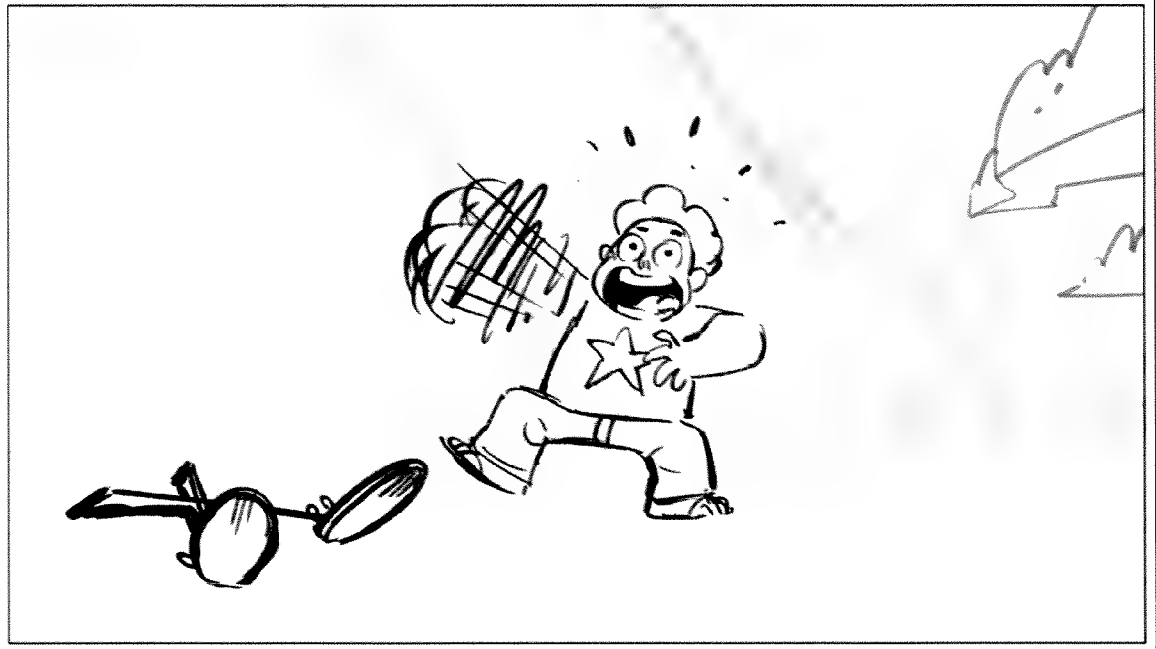
Slugging
0.05


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Scene	Panel
124	4
CONT	
	
Dialog	
STEVEN: AHH!	
Slugging	
0.05	

Scene	Panel
124	5
CONT	
	
Dialog	
STEVEN: AHH!	
Slugging	
0.05	

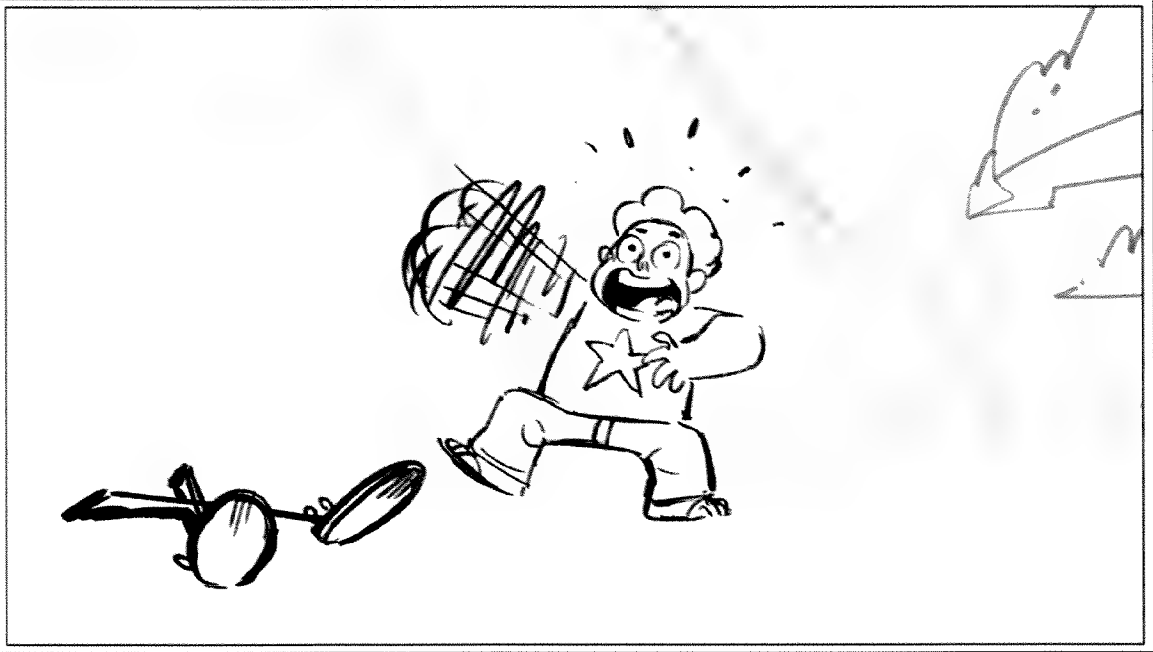
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Scene 124 Panel 6
CONT



Dialog
STEVEN: AHH!

Slugging
0.05

Scene 124 Panel 7
CONT



Dialog
STEVEN: AHH!

Slugging
0.05
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Scene	124	Panel	8
<div> </div>			
<div> <div>Dialog</div> <div>STEVEN: AHH!</div> </div>			
<div> <div>Action Notes</div> <div>Steven flailing arm</div> </div>			
<div> <div>Slugging</div> <div>0.05</div> </div>			

Scene	124	Panel	9
<div> </div>			
<div> <div>Dialog</div> <div>STEVEN: AHH! HELP!</div> </div>			
<div> <div>Slugging</div> <div>0.05</div> </div>			

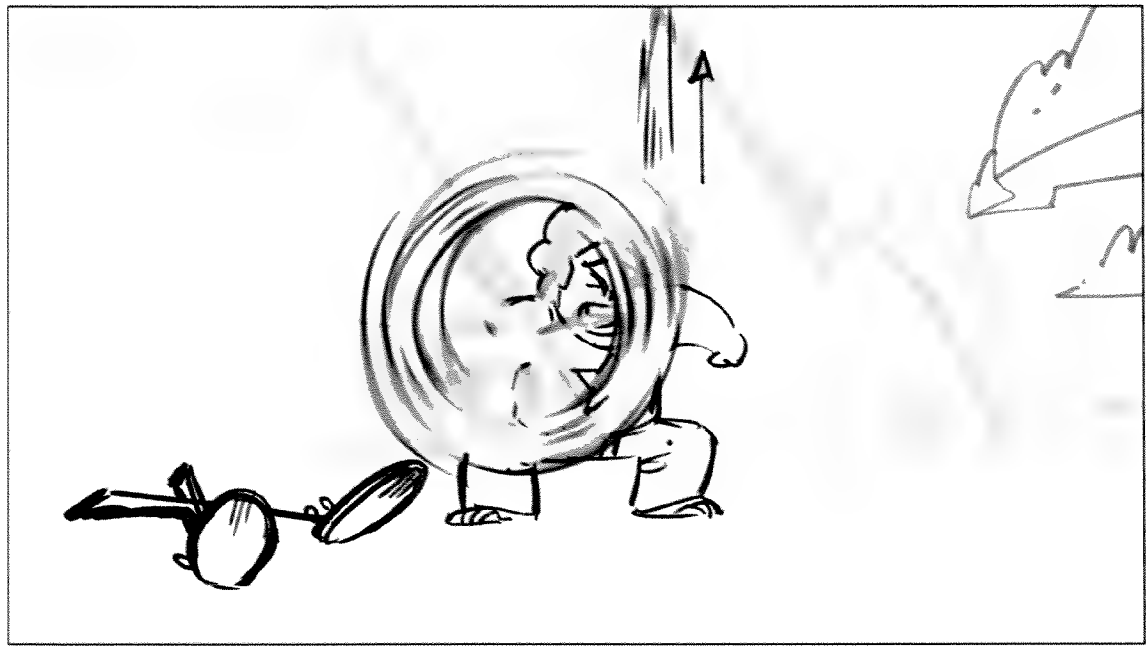
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1020.009

1020.009

Scene 124 Panel 10
cont



Action Notes
Star shoots off steven's arm

Slugging
0.05

Scene 124 Panel 11
cont



Slugging
0.05

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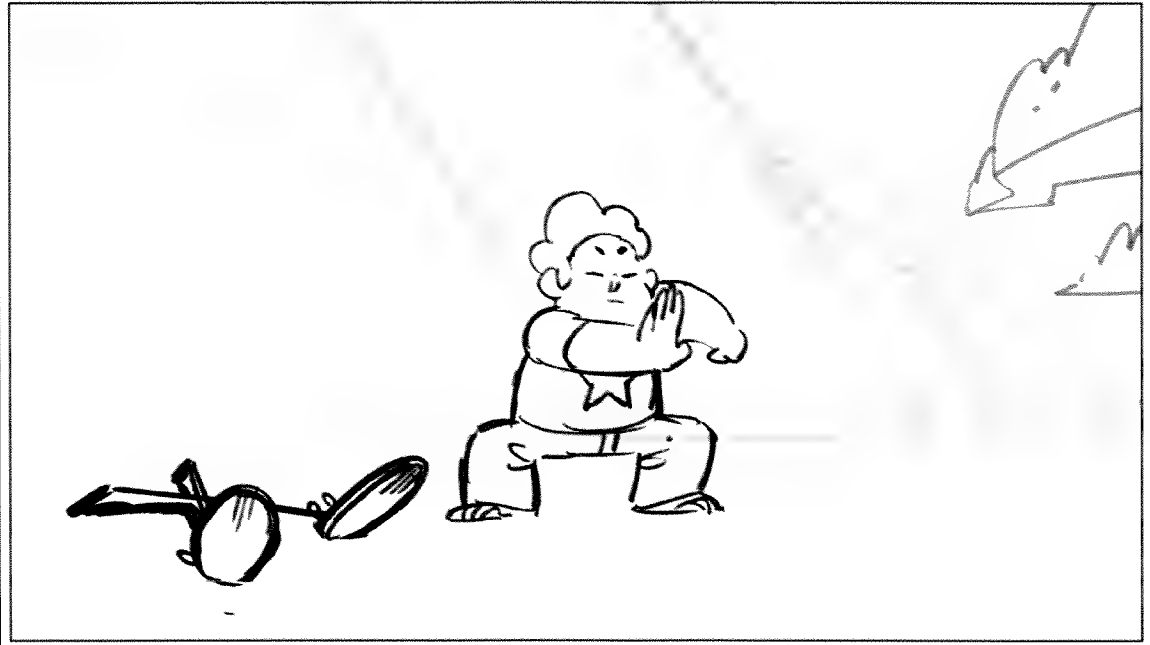
Scene 124 Panel 12



Action Notes
Steven stops flailing

Slugging
0.05

Scene 124 Panel 13



Slugging
0.05

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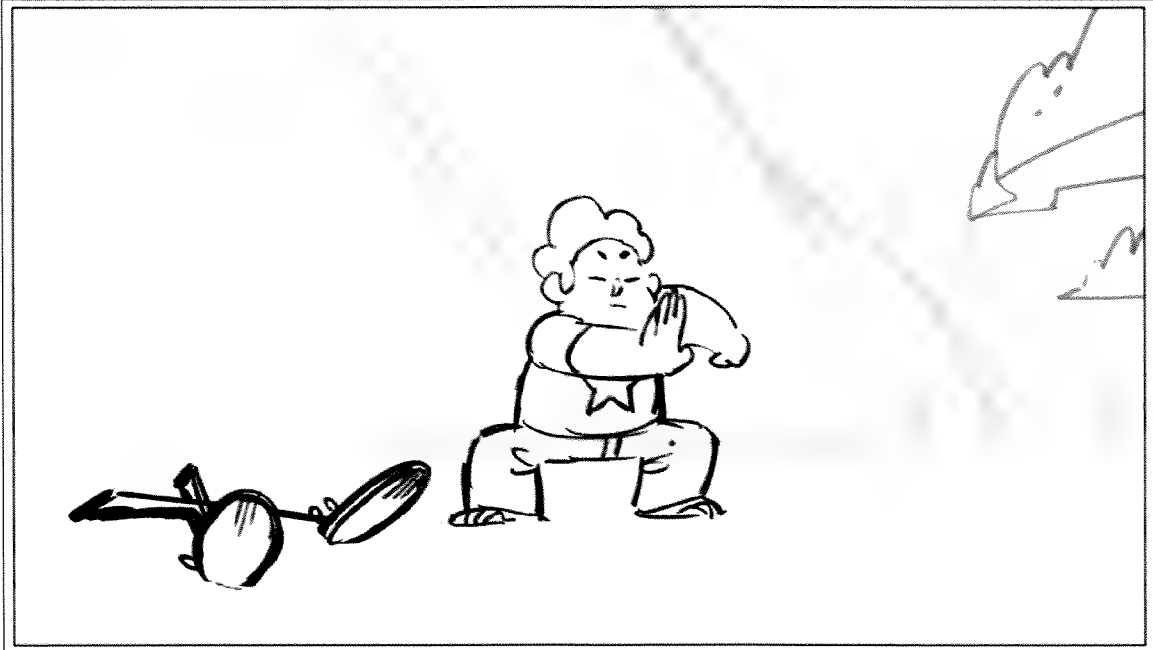
1020.009

Scene	Panel
124	14



Slugging
0.05

Scene	Panel
124	15



Slugging
0.05

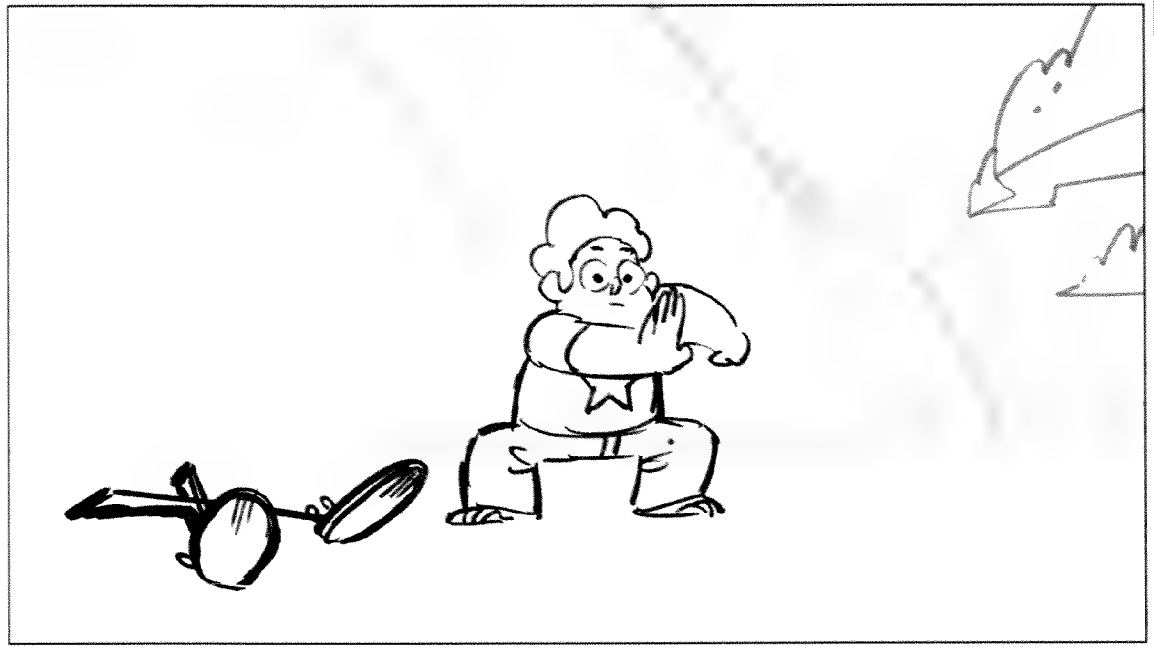
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1020.009

1020.009

Scene
124
Panel
16
CONT



Slugging
0.05

Scene
124
Panel
17
CONT



Slugging
0.05

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1020-009

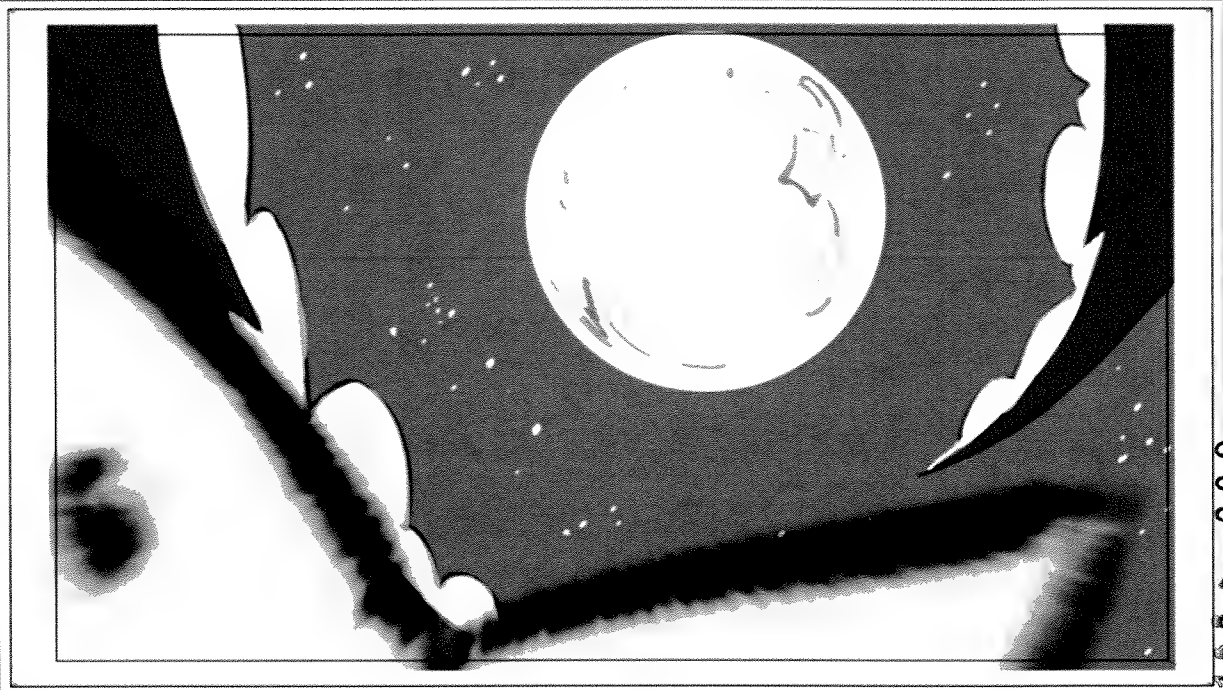
Scene 125 Panel Pos (B) 1



Action Notes
Camera slowly pulls back.

Slugging
ADJ: 0.05

Scene 125 Panel cont 2



Slugging
ADJ: 0.05

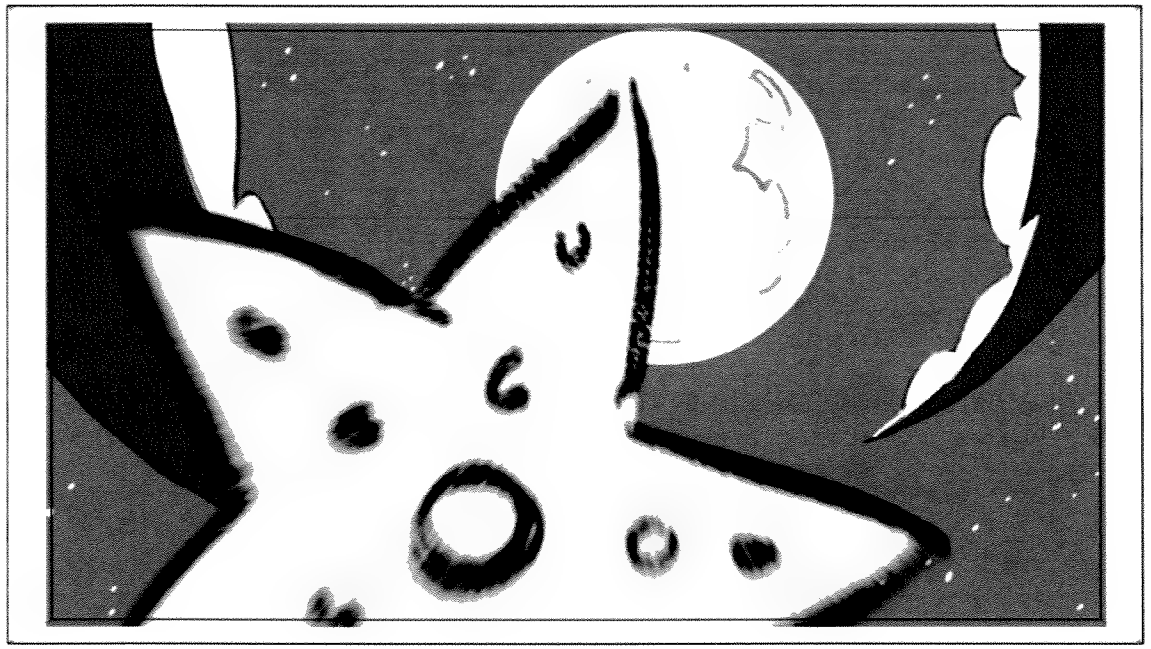
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1020-009

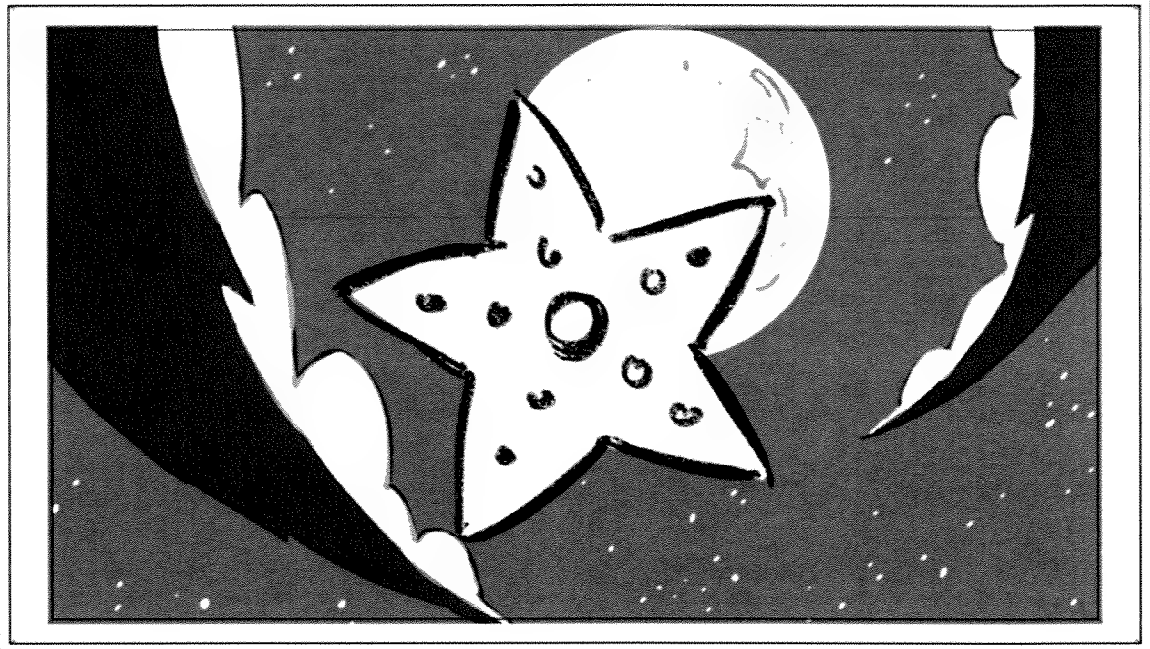
1020-009

Scene	Panel
125	cont
	3



Slugging
ADJ: 0.05

Scene	Panel
125	cont
	4



Slugging
ADJ: 0.05

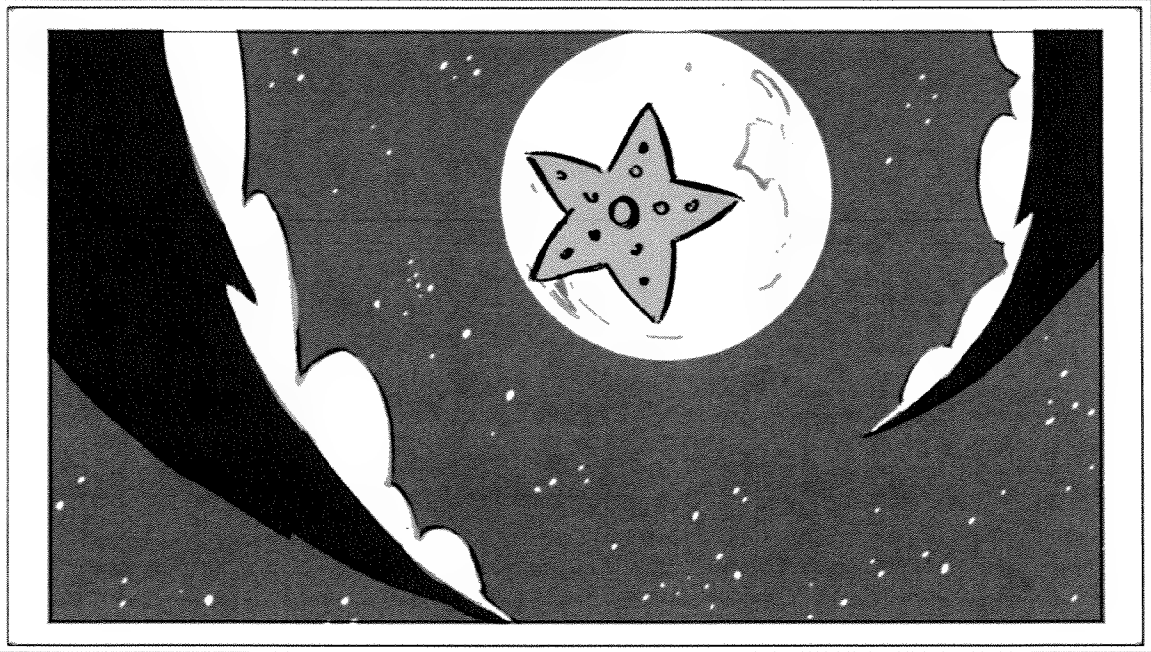
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1020.009

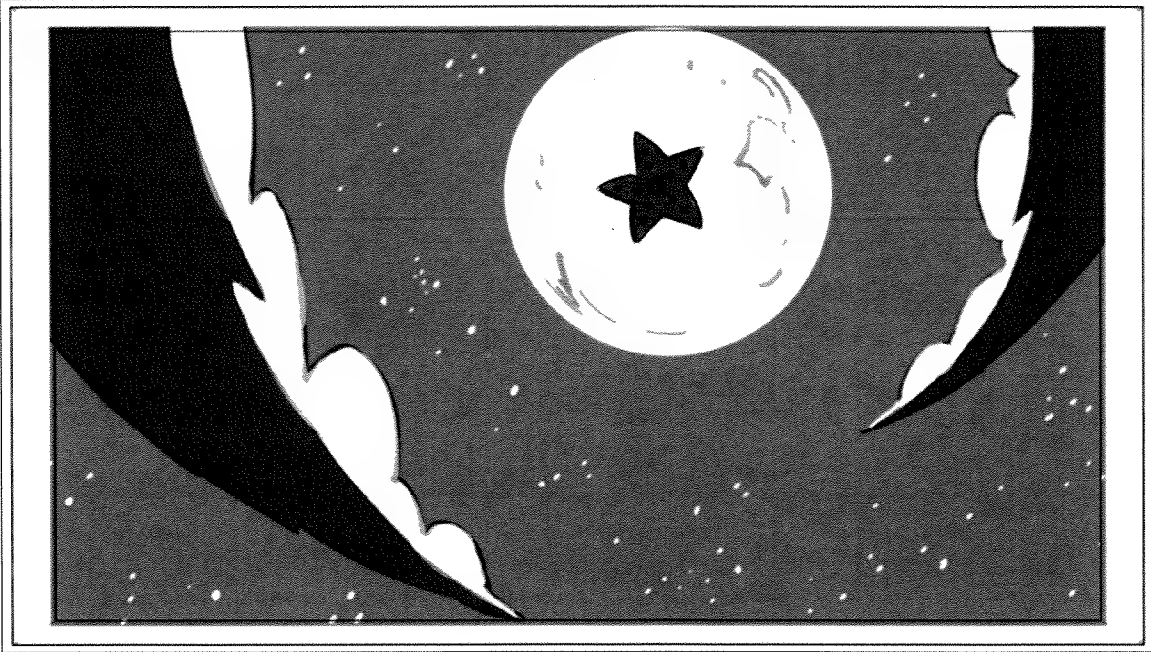
1020.009

Scene 125 Panel 5
CONT



Slugging
ADJ: 0.05

Scene 125 Panel 6
CONT



Slugging
ADJ: 0.05

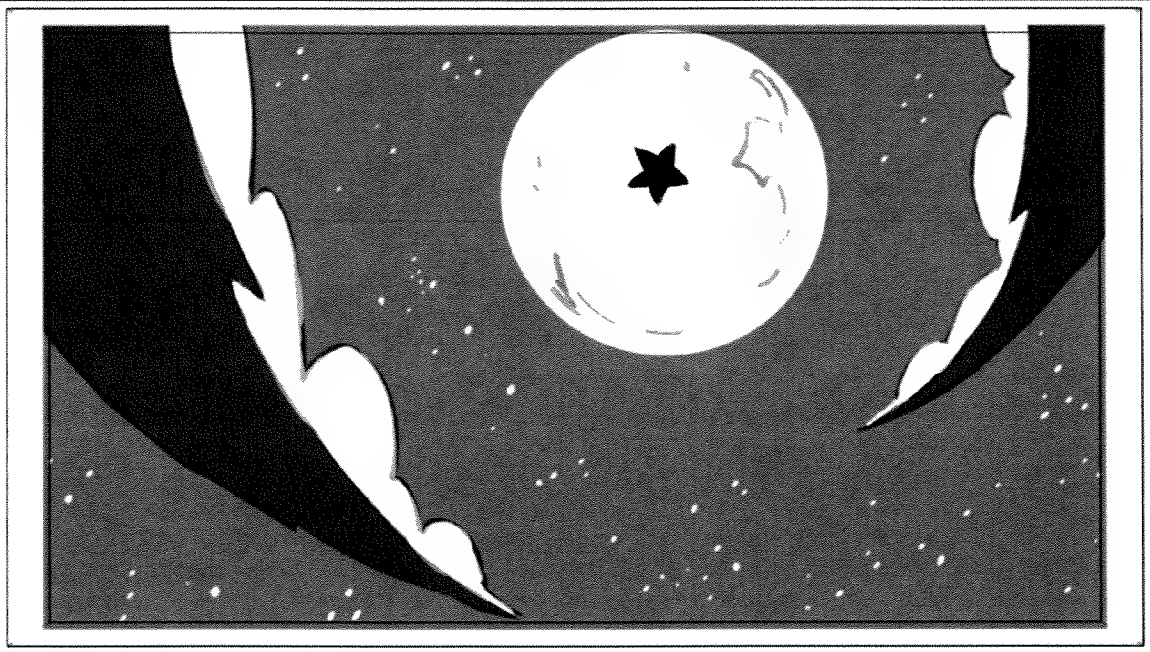
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1020.009

1020.009

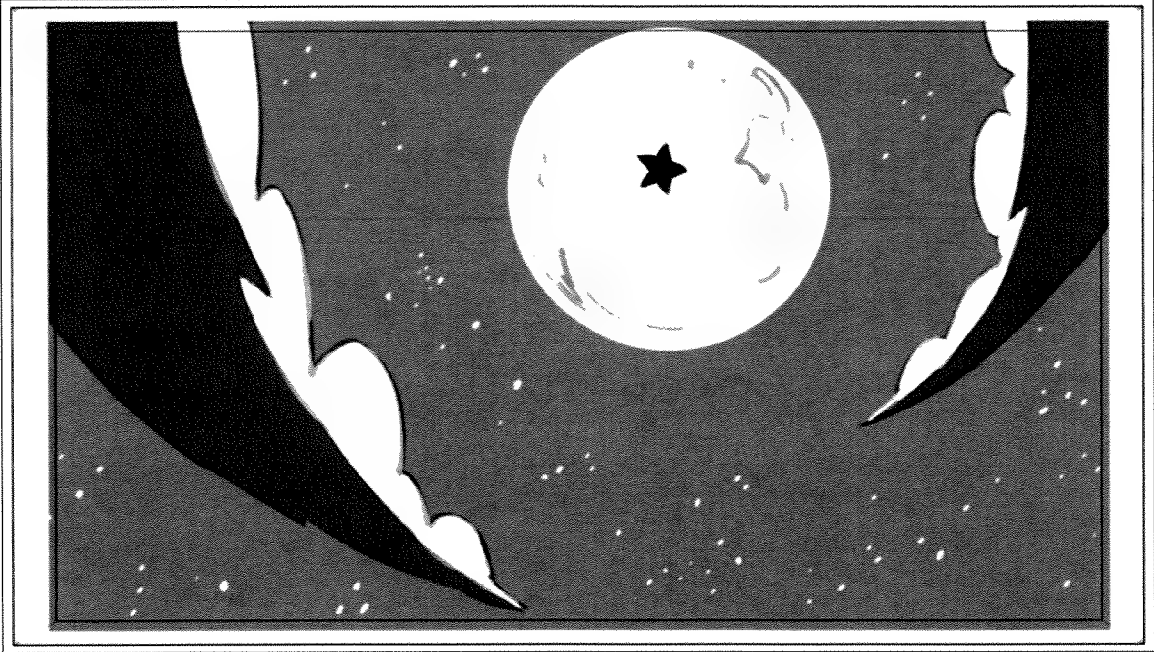
1020.009

Scene 125 Panel 7
cont



Slugging
ADJ: 0.05

Scene 125 Panel 8
cont



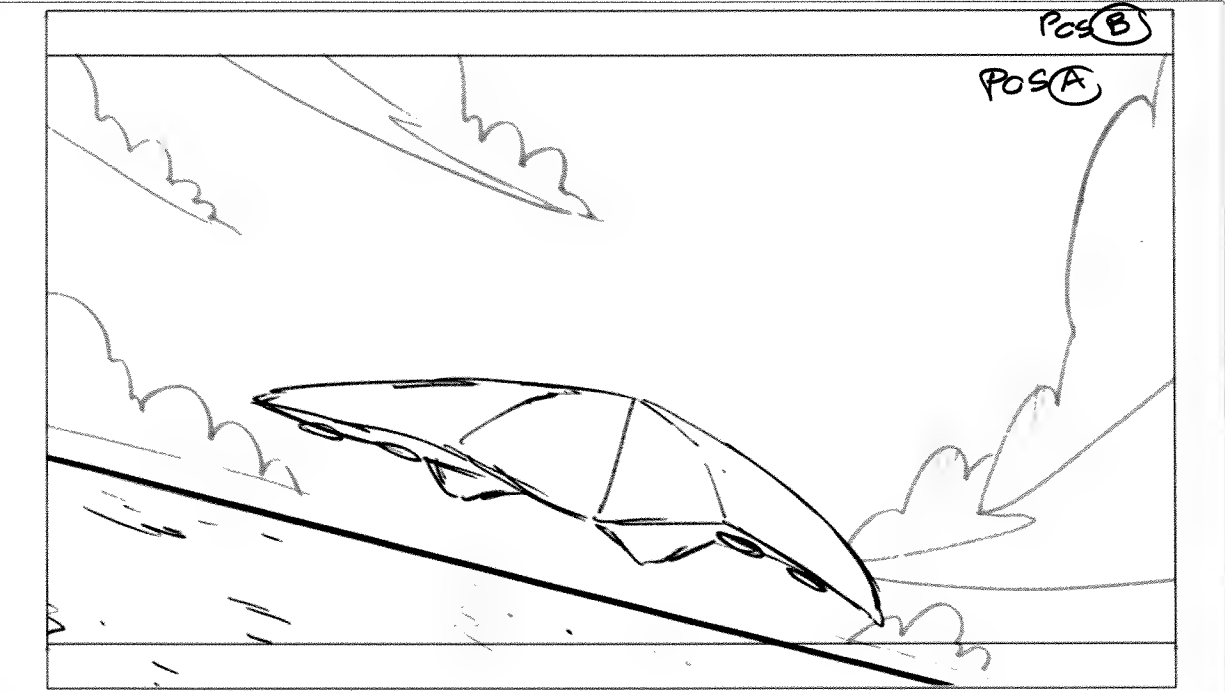
Slugging
ADJ: 0.05

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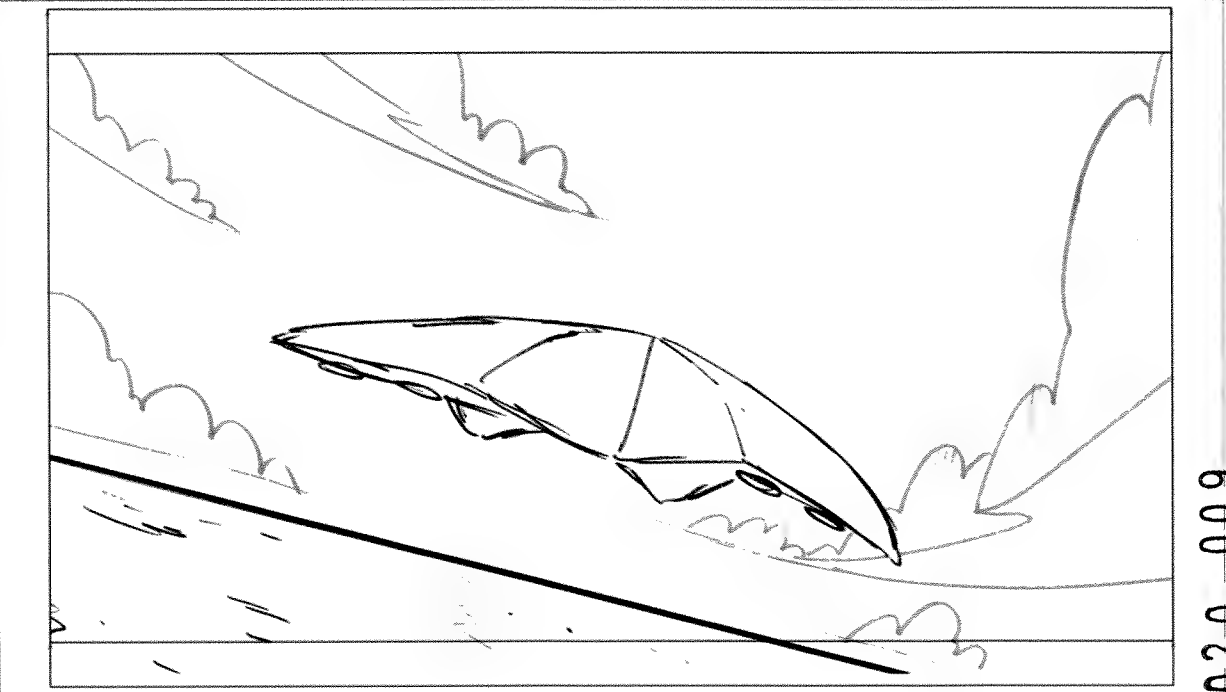
Scene	Panel
126	1



Action Notes
camera adjust with star

Slugging
ADJ: 0.05

Scene	Panel
126	2



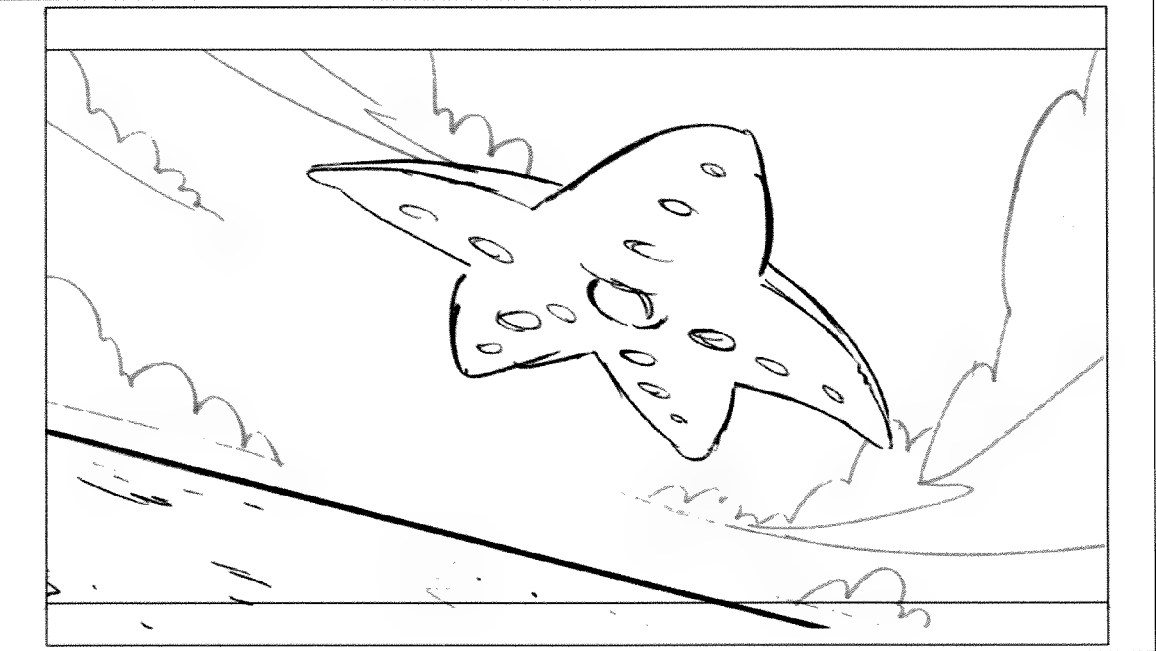
Slugging
ADJ: 0.05

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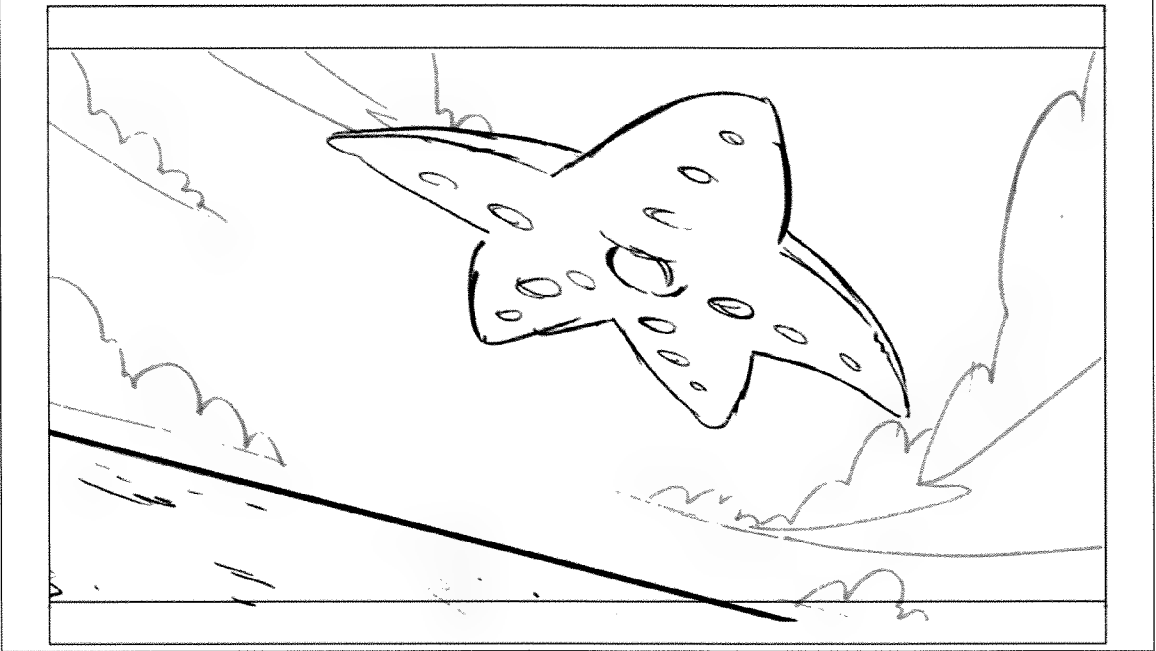
1020.009

Scene 126 Panel 3



Slugging
ADJ: 0.05

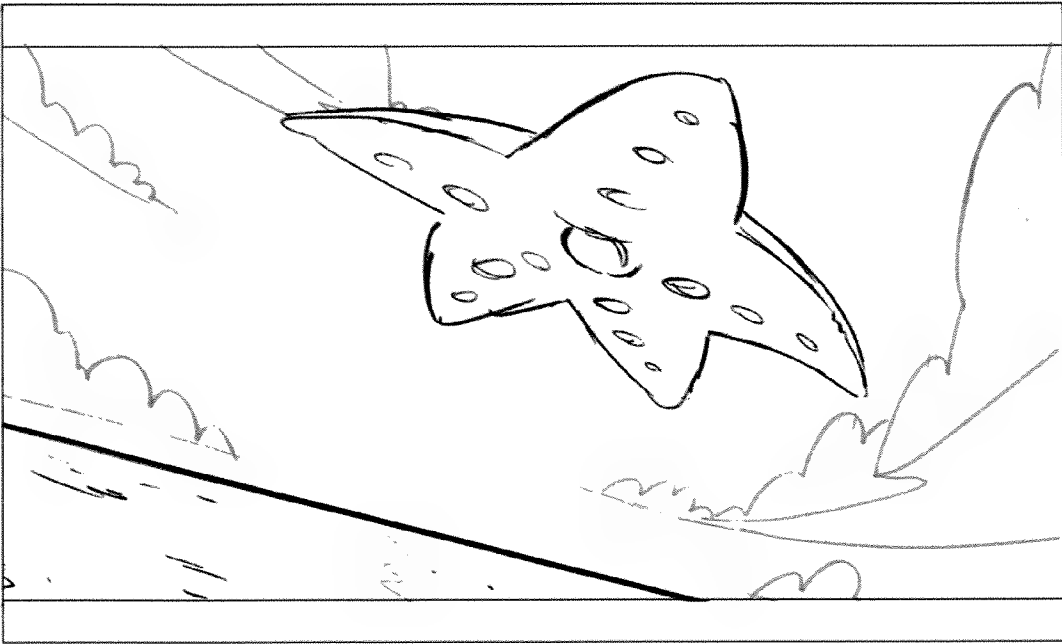
Scene 126 Panel 4



Slugging
ADJ: 0.05

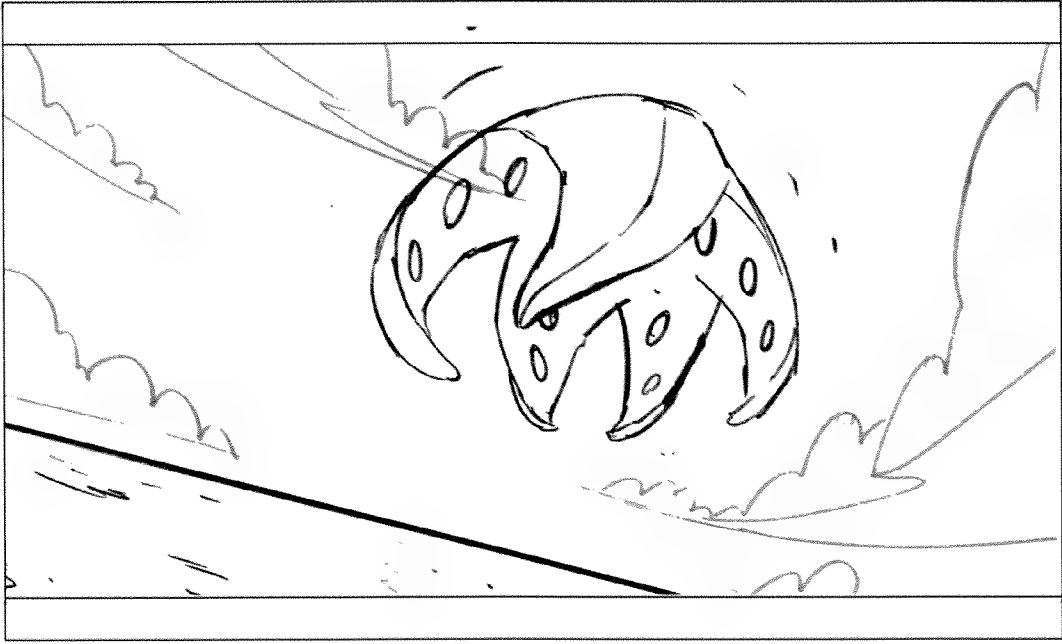
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Scene 126 Panel 5
CONT



Slugging
ADJ: 0.05

Scene 126 Panel 6
CONT



Action Notes
Star turns into spike

Slugging
ADJ: 0.05

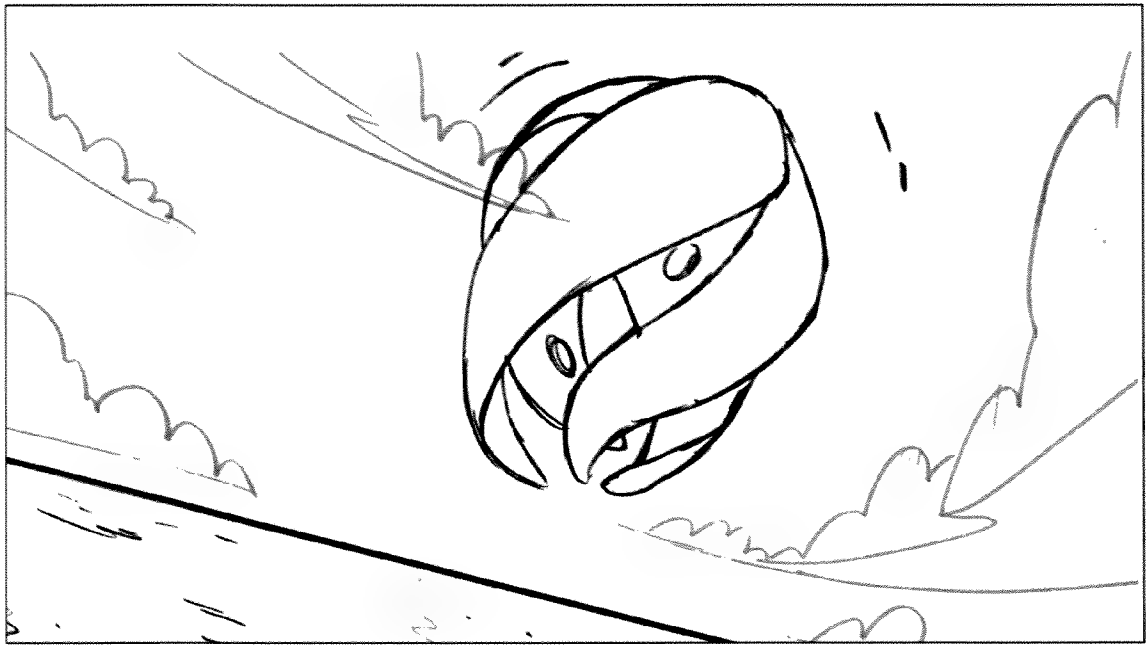
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1020.009

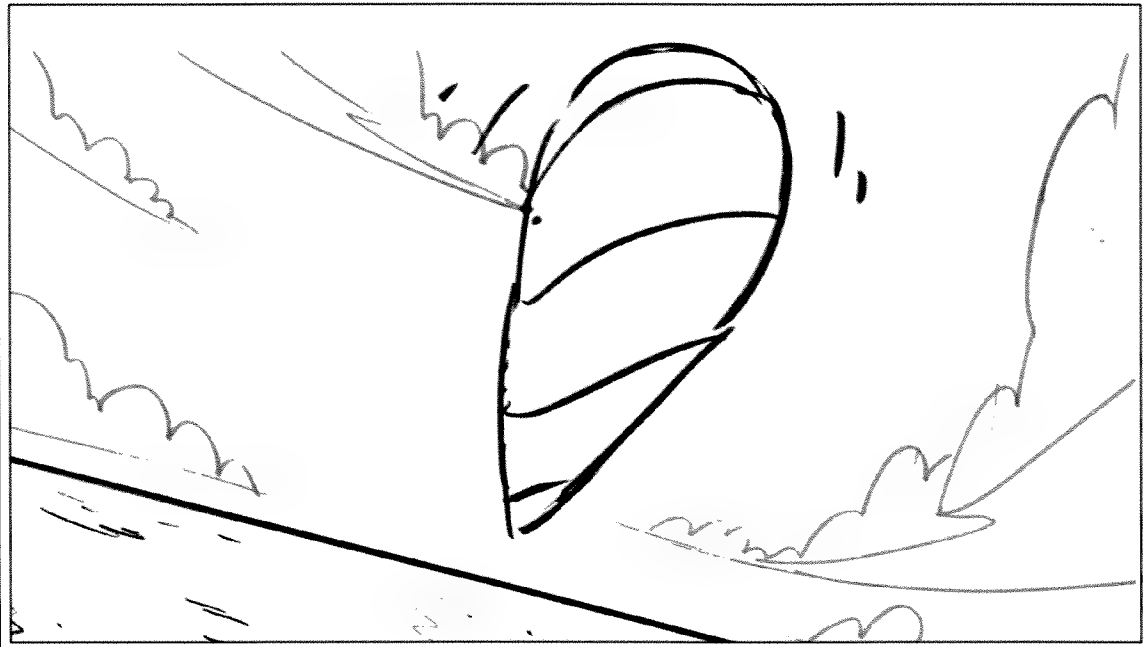
1020.009

Scene 126 Panel 7



Slugging
0.05

Scene 126 Panel 8



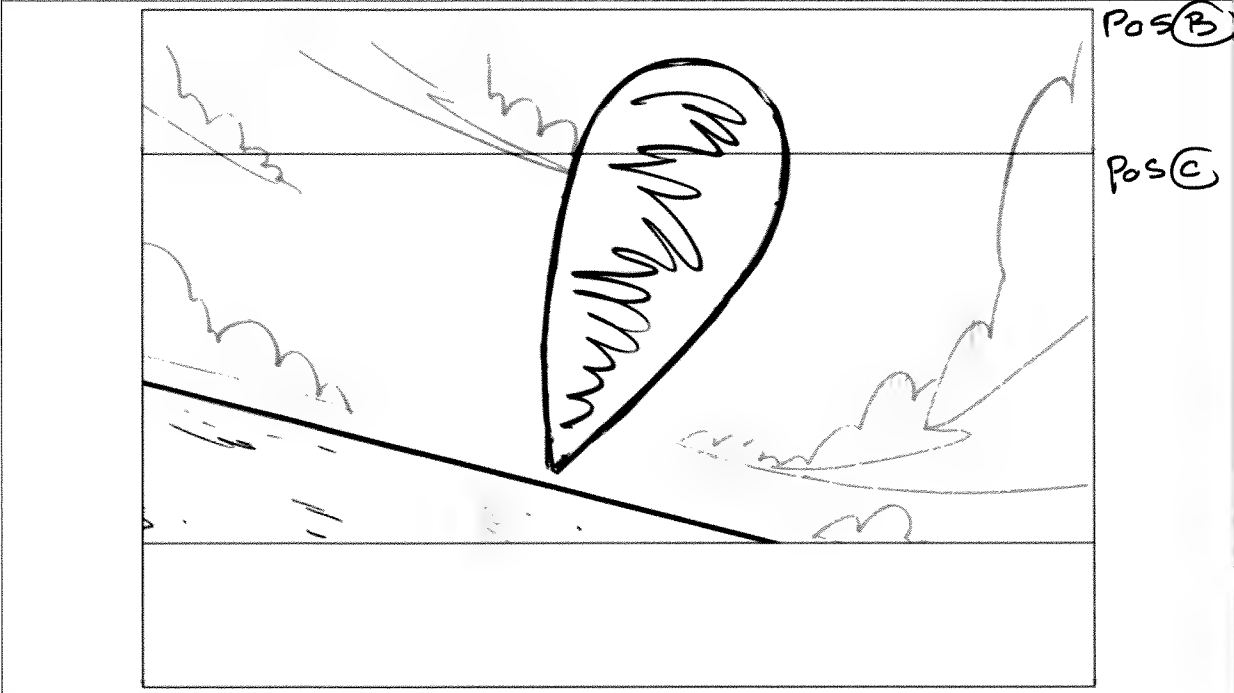
Slugging
0.05

JUN 17 2013

1020.009

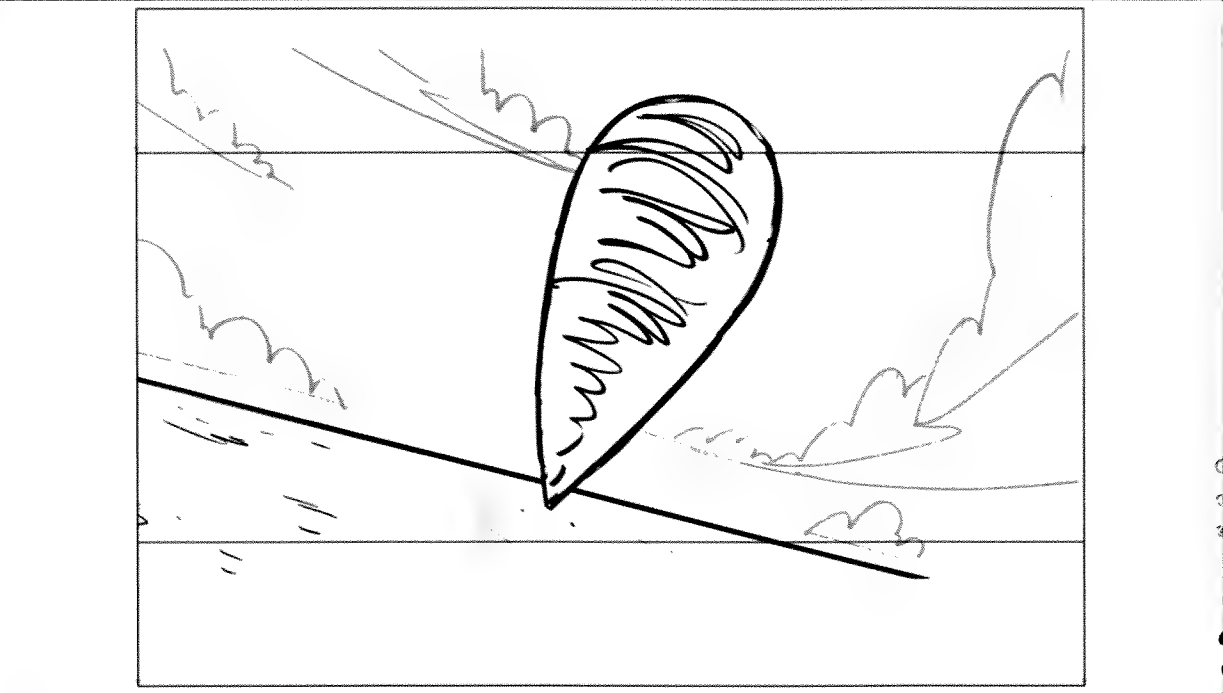
1020.009

Scene 126 Panel 9
CONT



Slugging
ADJ: 0.05

Scene 126 Panel 10
CONT



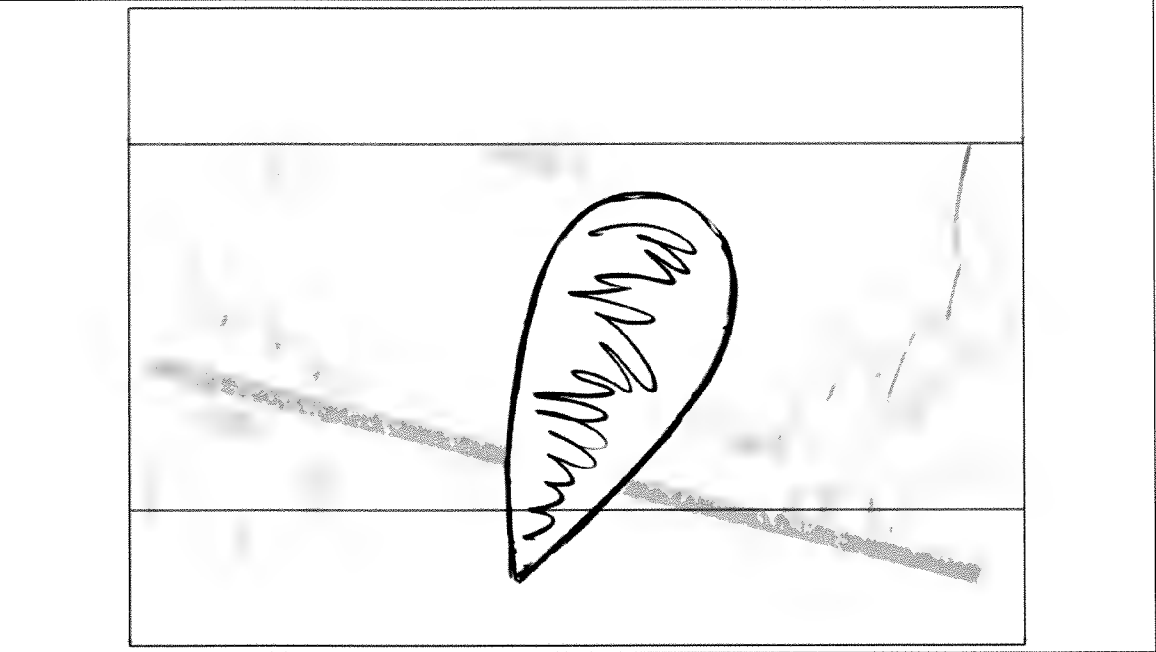
Slugging
ADJ: 0.05

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1020.009

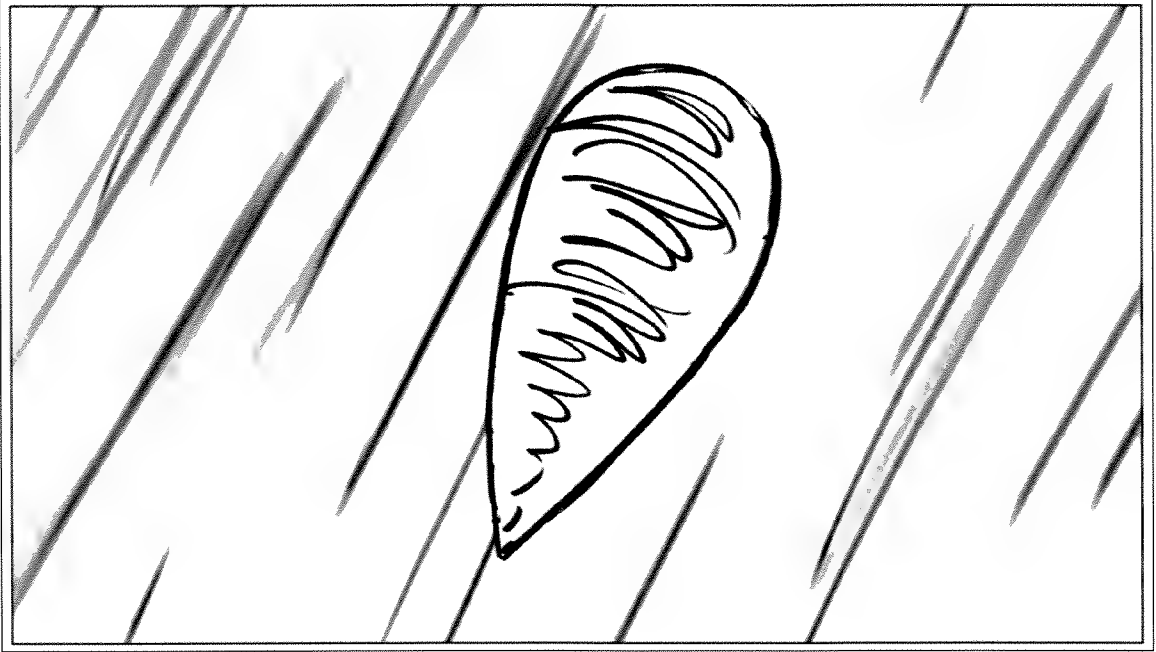
1020.009

Scene 126 Panel 11



Slugging
ADJ: 0.05

Scene 126 Panel 12



Action Notes
Spike starts shooting down

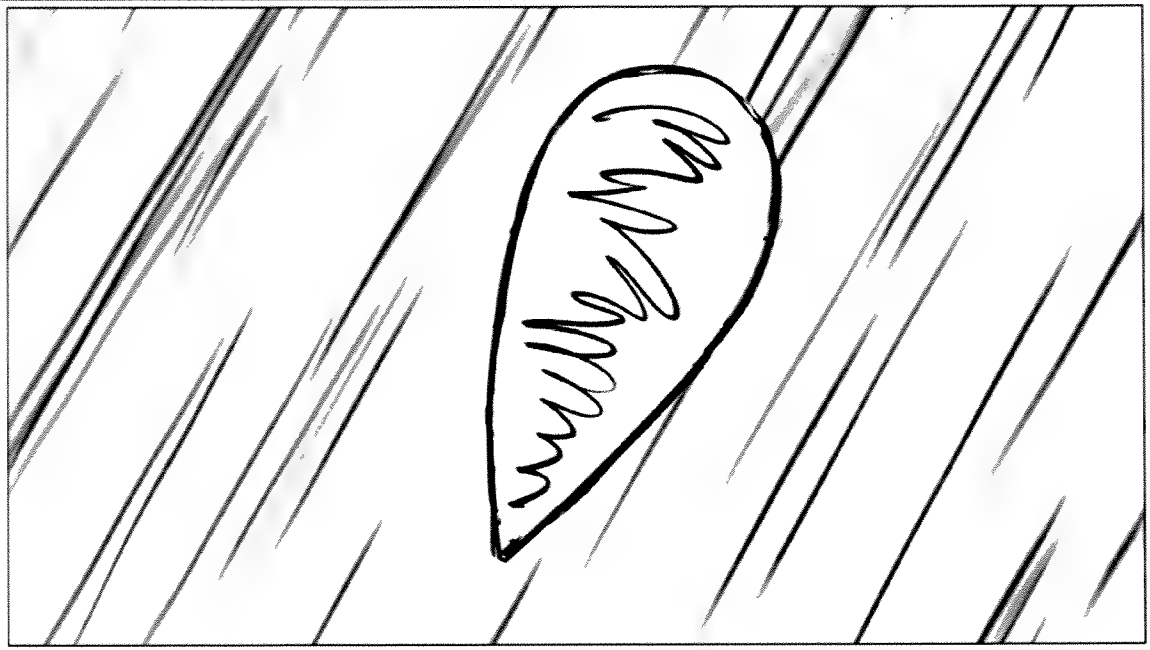
Slugging
0.05

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1020.009

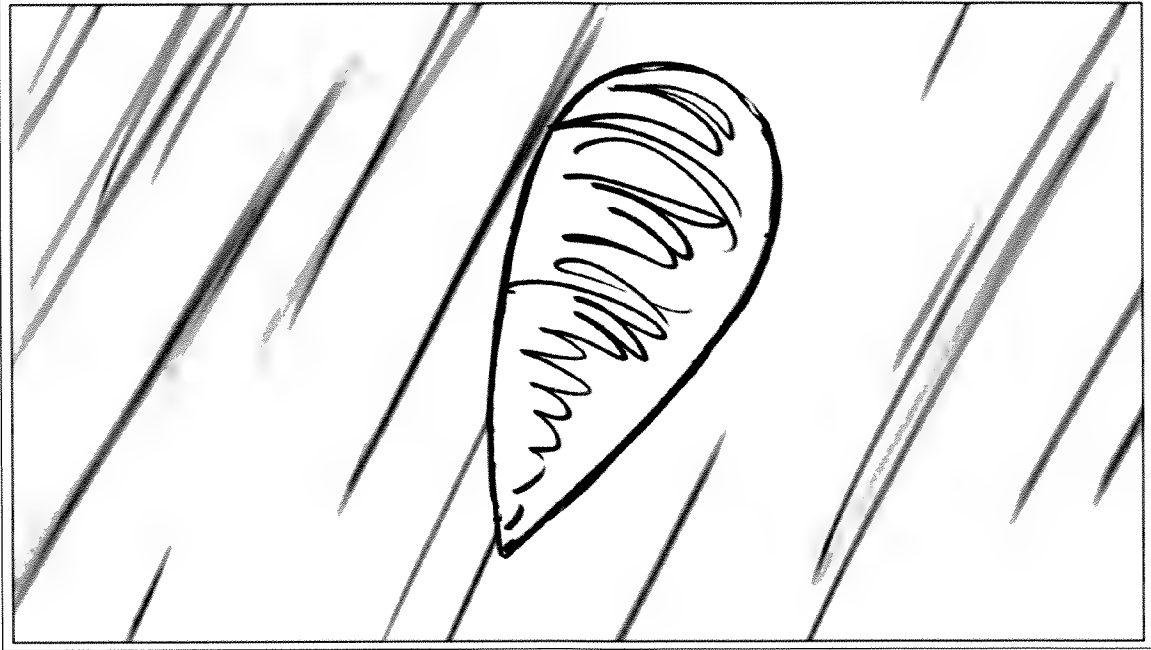
1020.009

Scene 126 Panel 13
cont



Slugging
0.05

Scene 126 Panel 14
cont



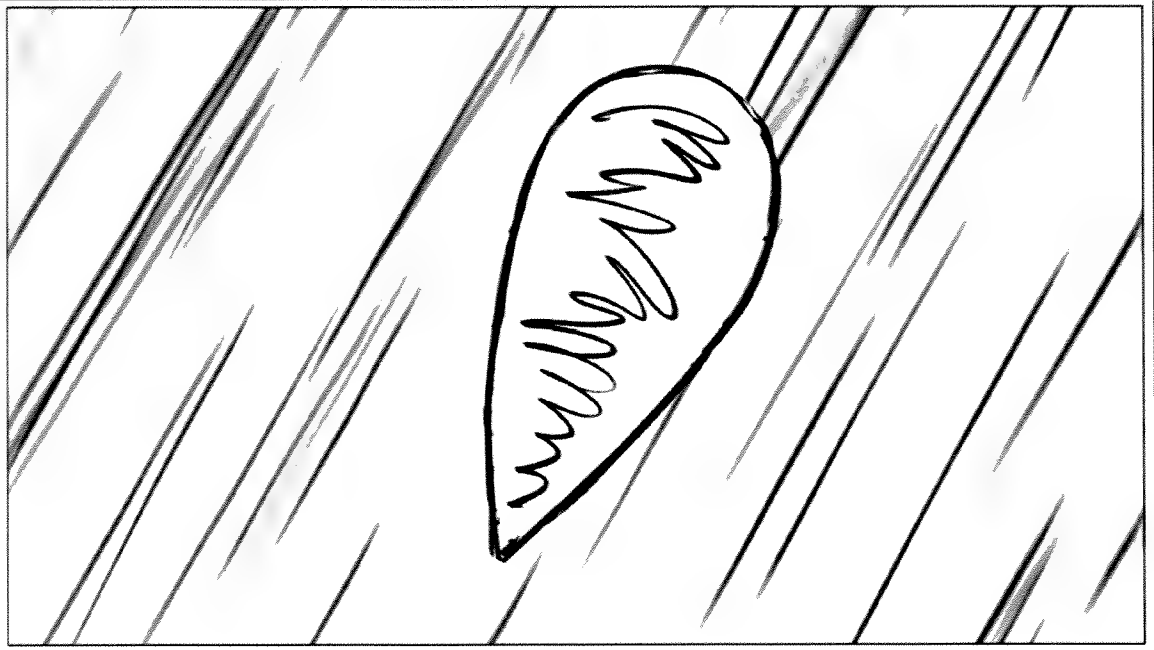
Slugging
0.05

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1020.009

Scene 126 Panel 15
cont



Slugging
0.05

Scene 126 Panel 16
cont



Slugging
0.05

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1020-009

Scene	Panel
126	CONT 17



Action Notes
Spike flies out of frame

Slugging
0.05

Scene	Panel
126	CONT 18



Slugging
0.05

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Scene	Panel
127	1



Slugging
0.05

Scene	Panel
127	2



Slugging
0.05

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1020.009

1020.009

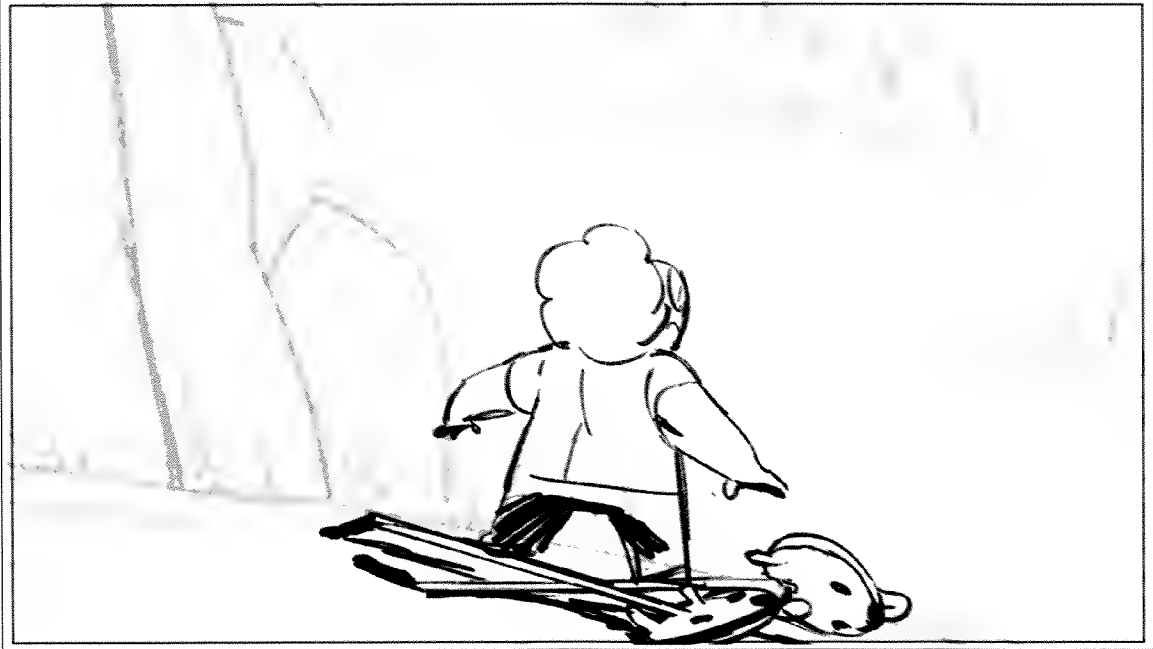
1020.009

Scene	Panel
127	cont 3



Slugging
0.05

Scene	Panel
128	1



Slugging
0.05

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1020.009

1020.009

Scene 128 Panel 2



Action Notes
Steven dives away

Slugging
ADJ: 0.05

Scene 128 Panel 3



Action Notes
Steven rolls over metal detectors, picking one up

Spike shoots into ground where steven was standing

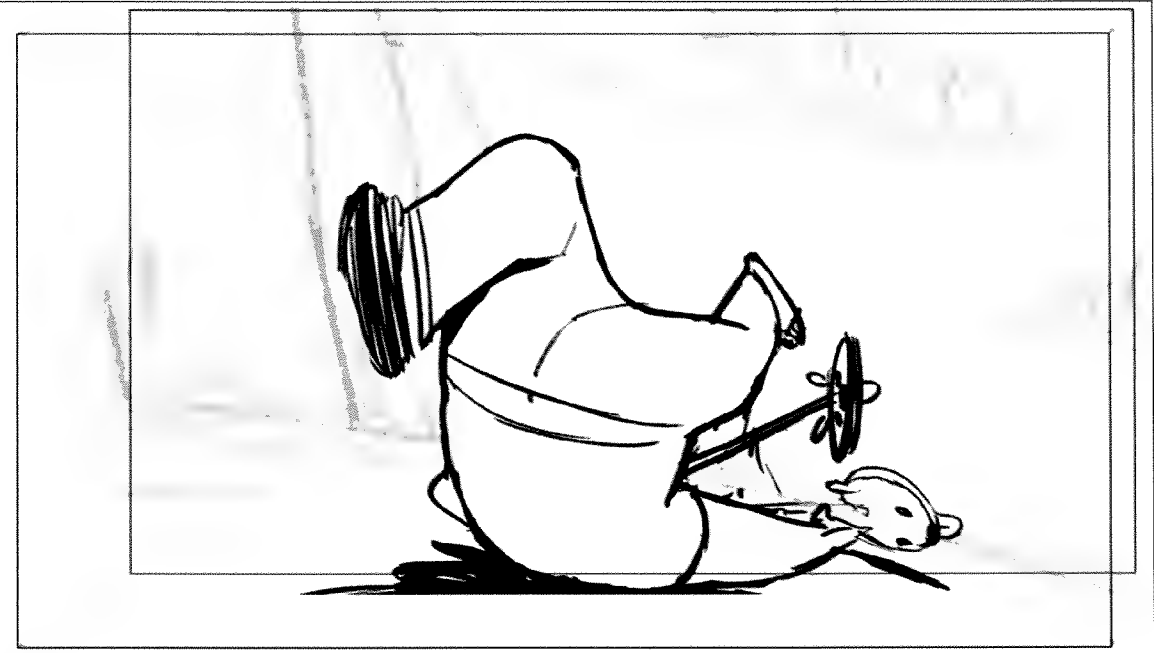
Slugging
ADJ: 0.05

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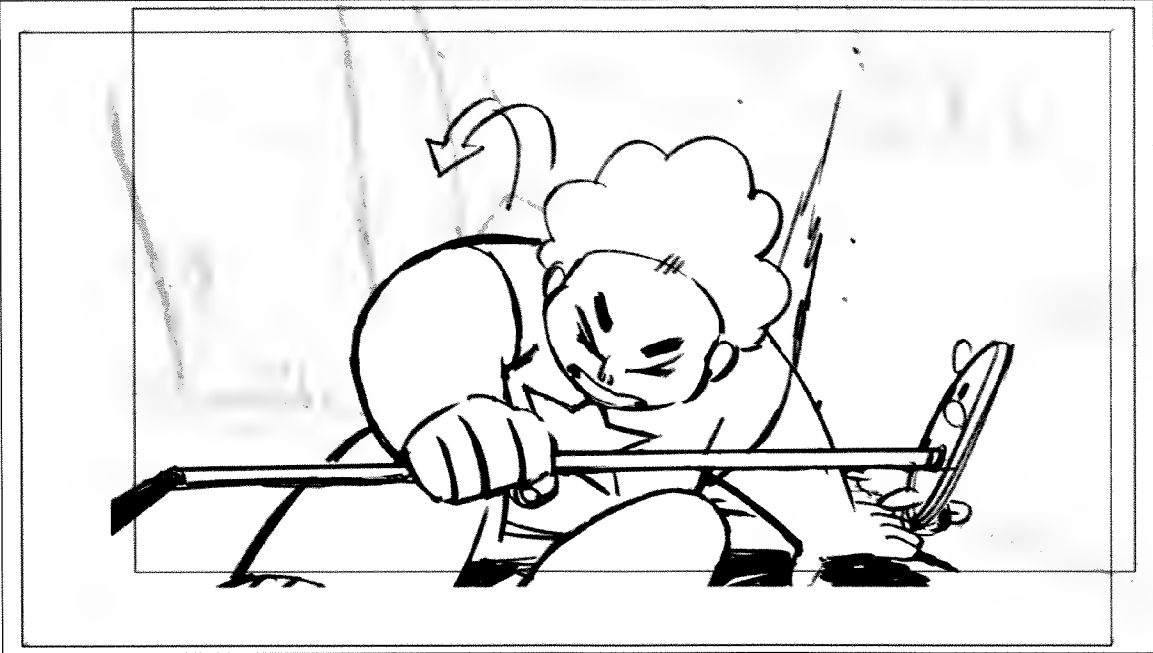
1020.009

Scene 128 Panel 4
CONT



Slugging
ADJ: 0.05

Scene 128 Panel 5
CONT



Slugging
ADJ: 0.05

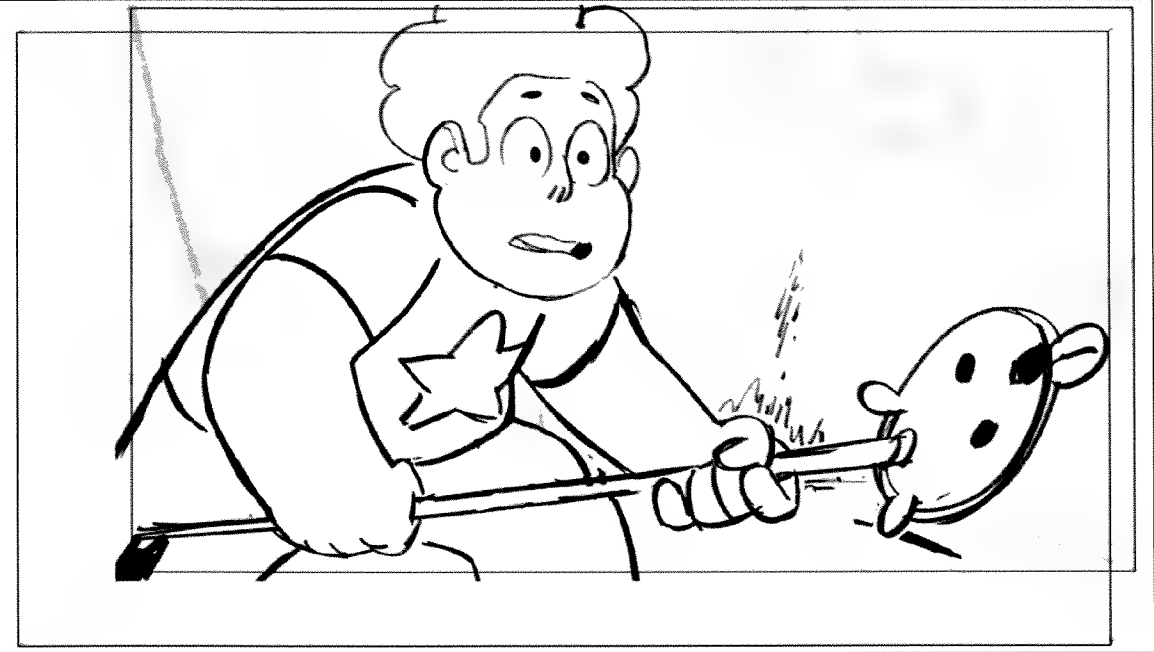
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1020.009

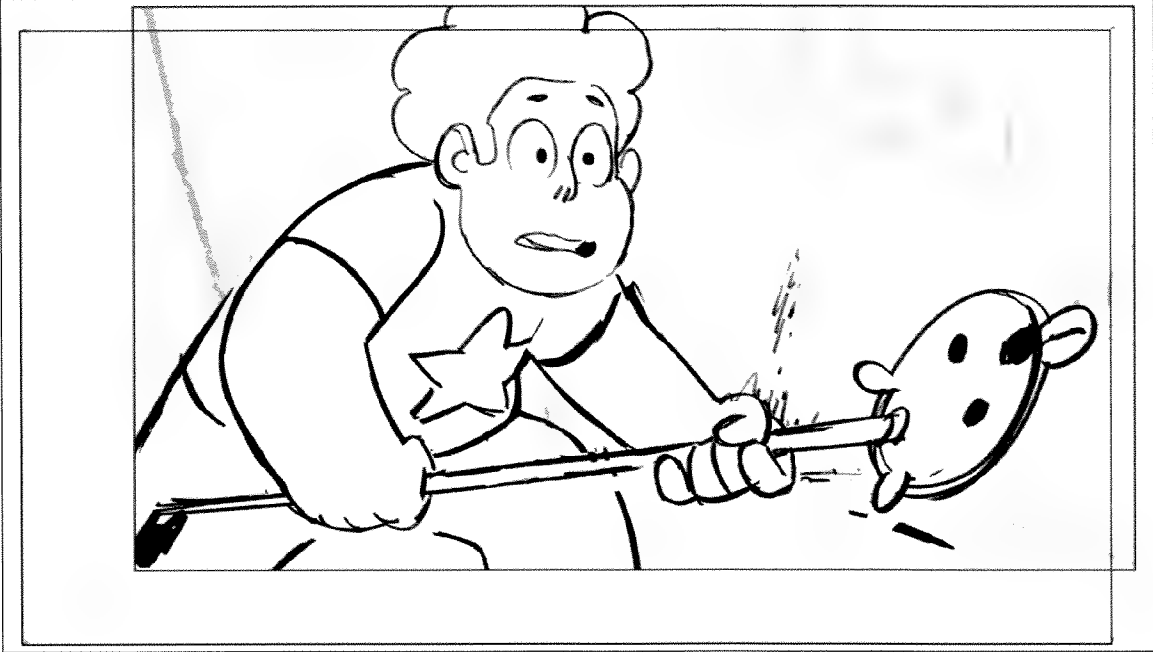
1020.009

Scene 128 Panel 6



Slugging
ADJ: 0.05

Scene 128 Panel 7



Action Notes
Steven standing and panting

Slugging
ADJ: 0.05

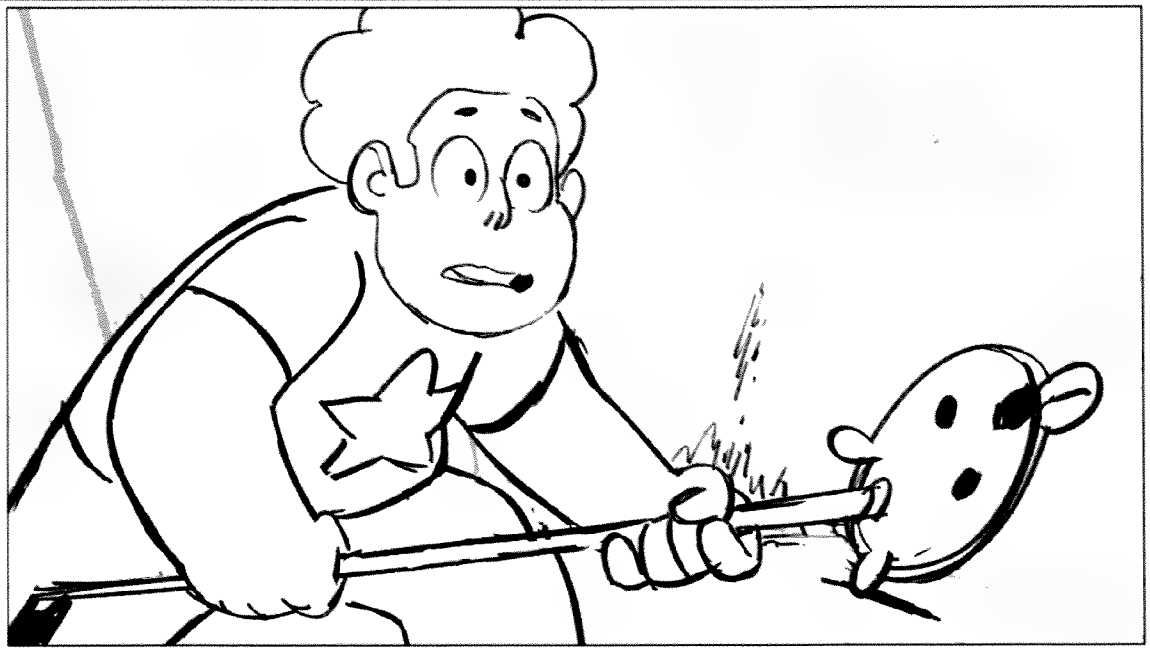
JUN 17 2013

1020.009

1020.009

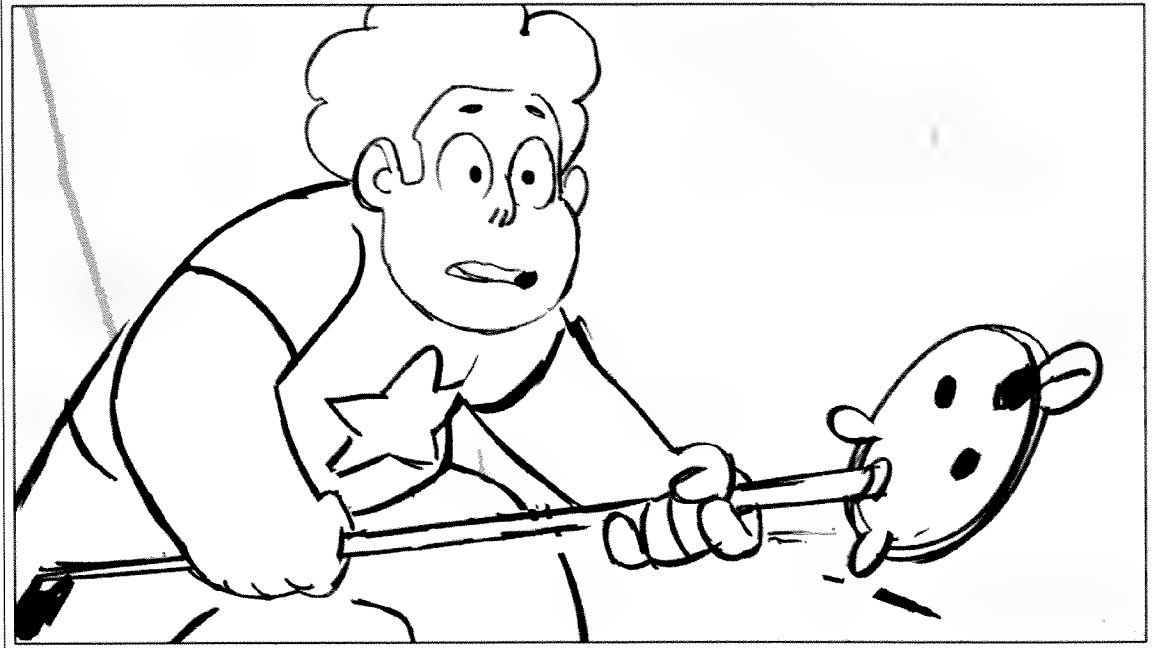
1020.009

Scene 128 Panel 8



Slugging
0.05

Scene 128 Panel 9



Slugging
0.05

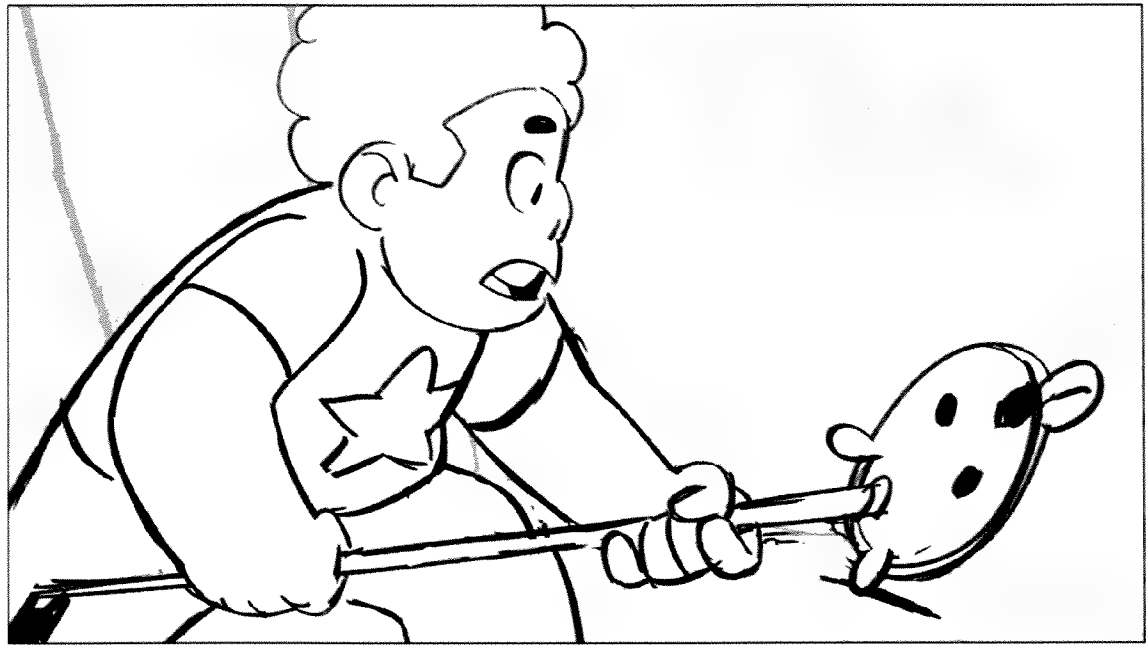
JUN 17 2013

1020.009

1020.009

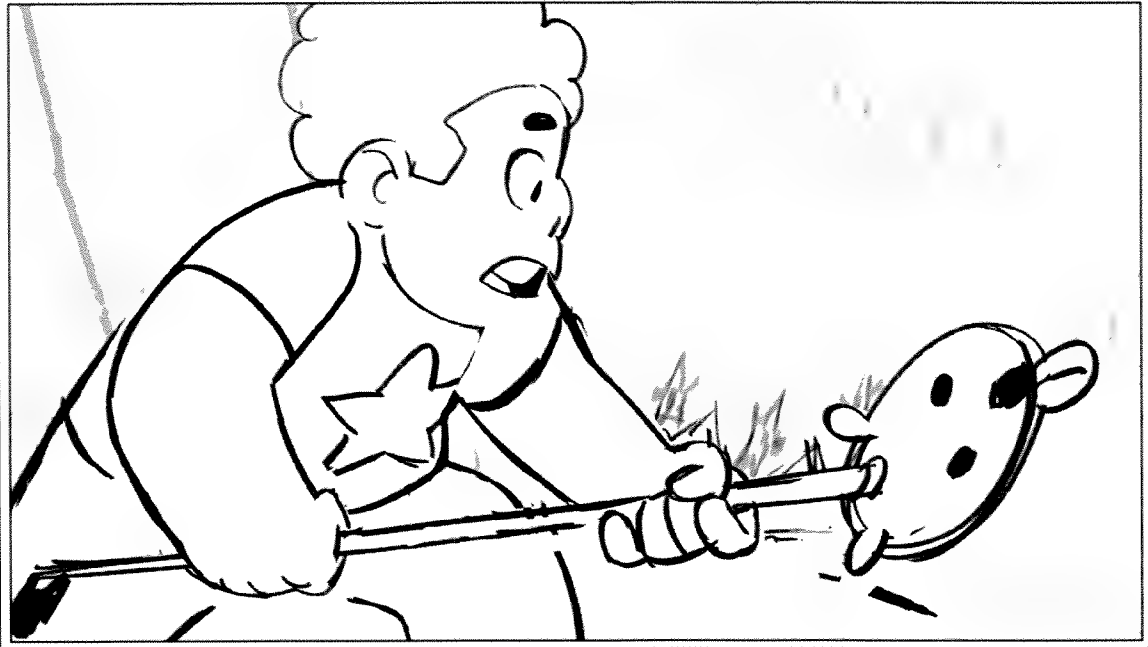
1020.009

Scene 128 Panel 10
cont



Slugging
0.08

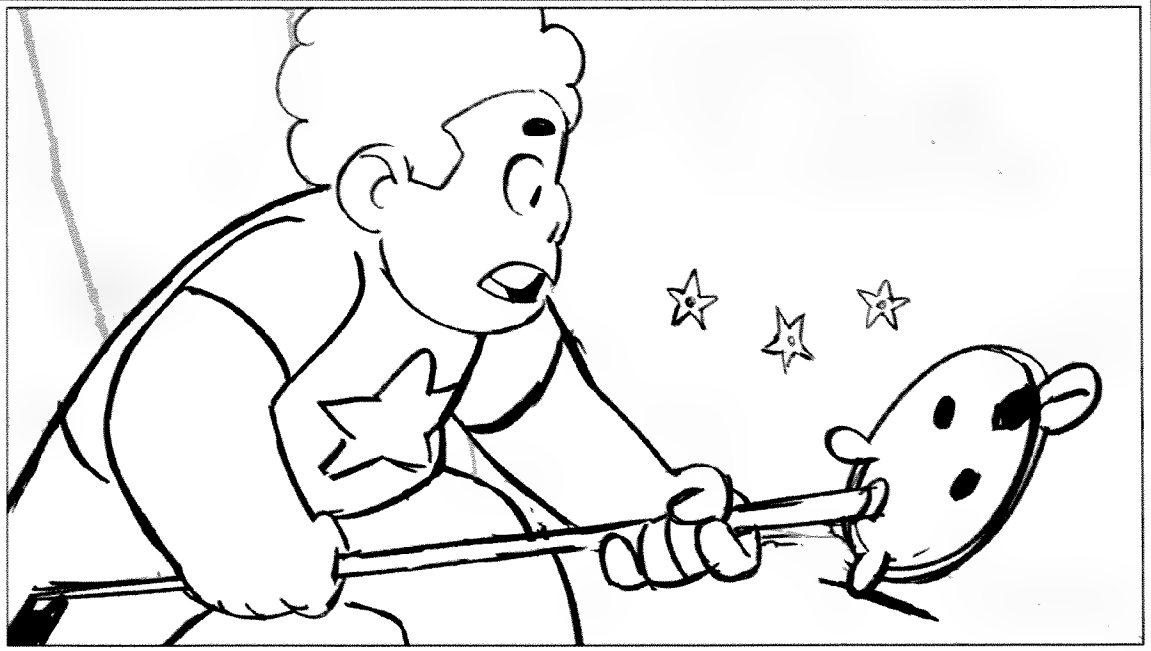
Scene 128 Panel 11
cont



Slugging
0.04

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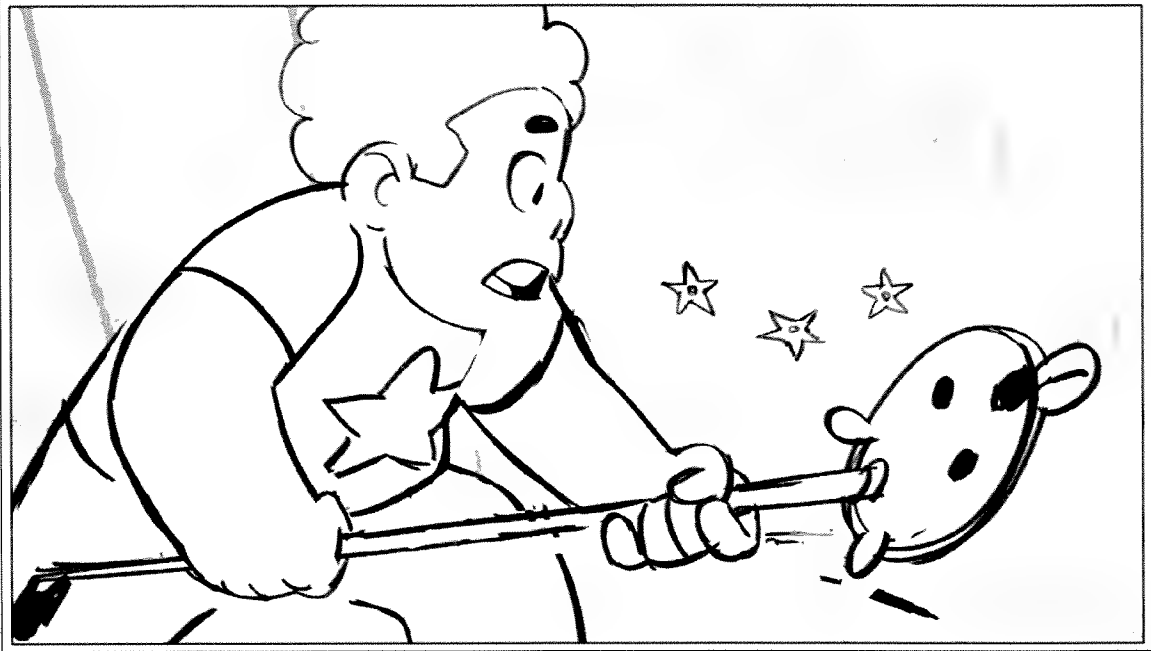
Scene 128 Panel 12
CONT



Action Notes
Stars shoot out of ground in the bg

Slugging
0.10

Scene 128 Panel 13
CONT



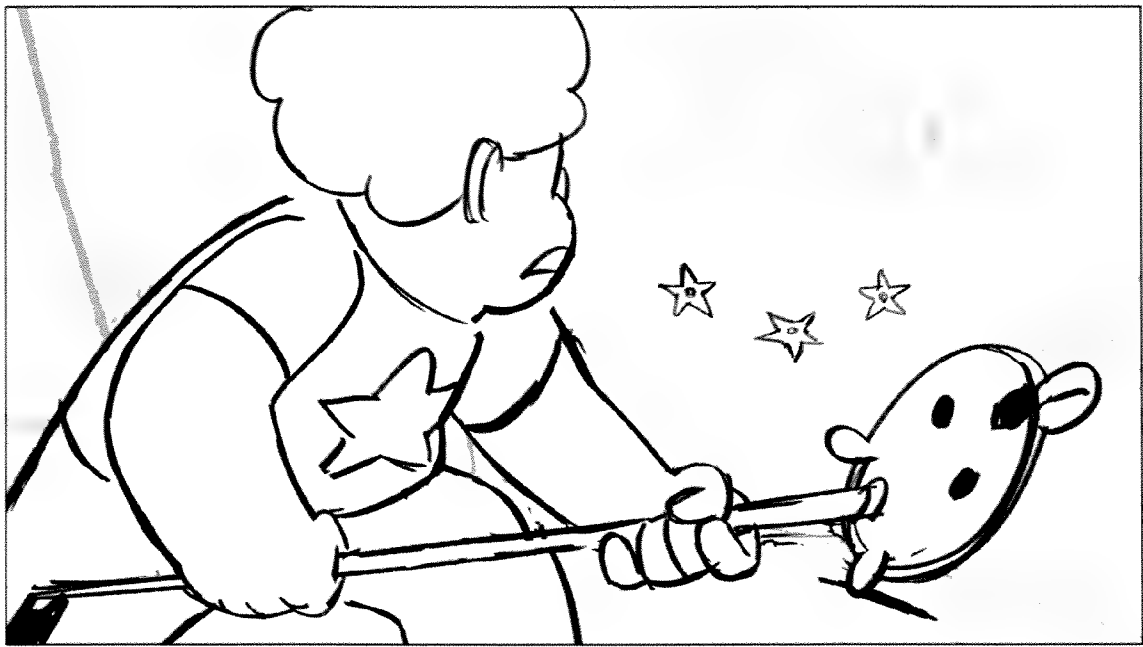
Slugging
0.10

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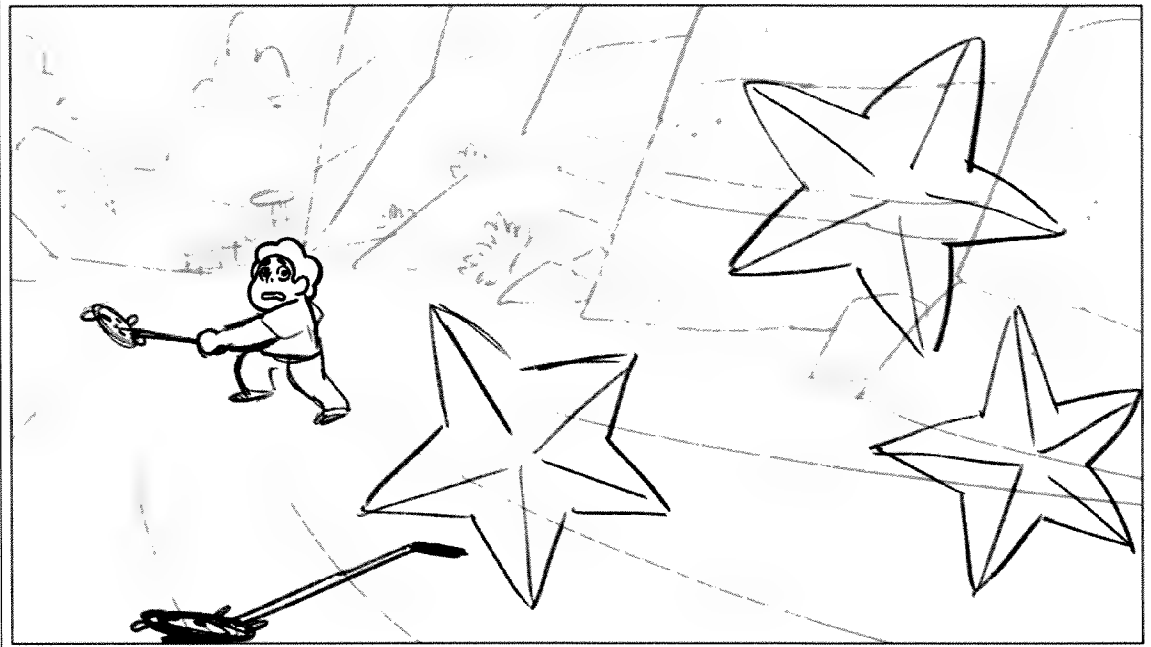
1020.009

Scene	Panel
128	14



Slugging
0.05

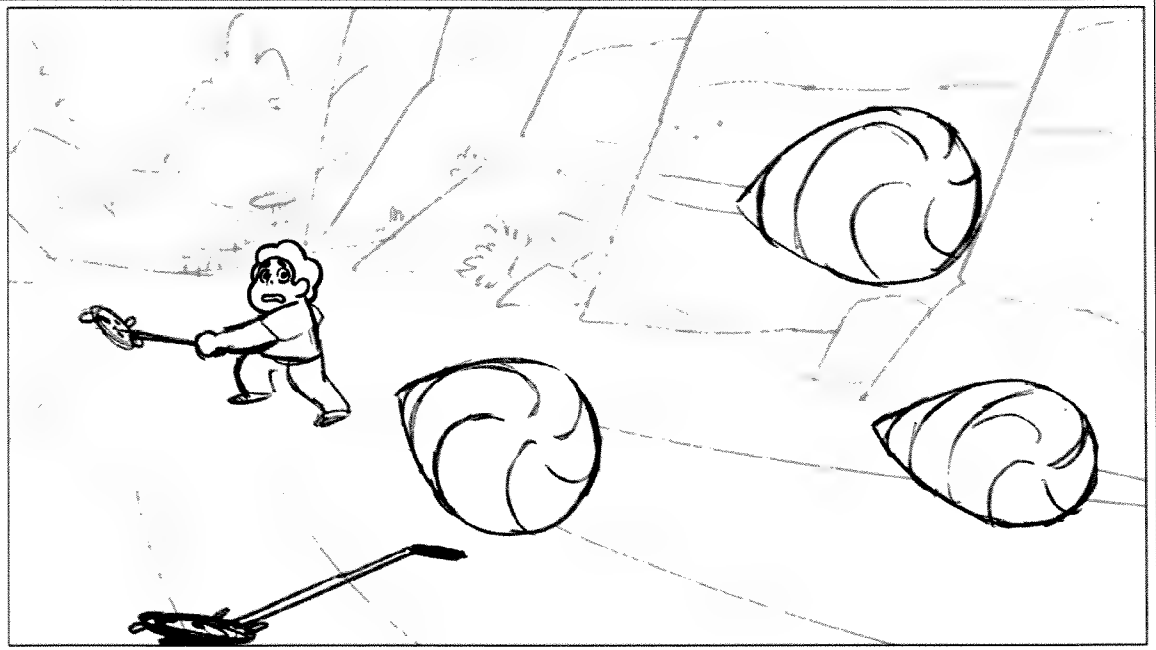
Scene	Panel
129	1



Slugging
0.05

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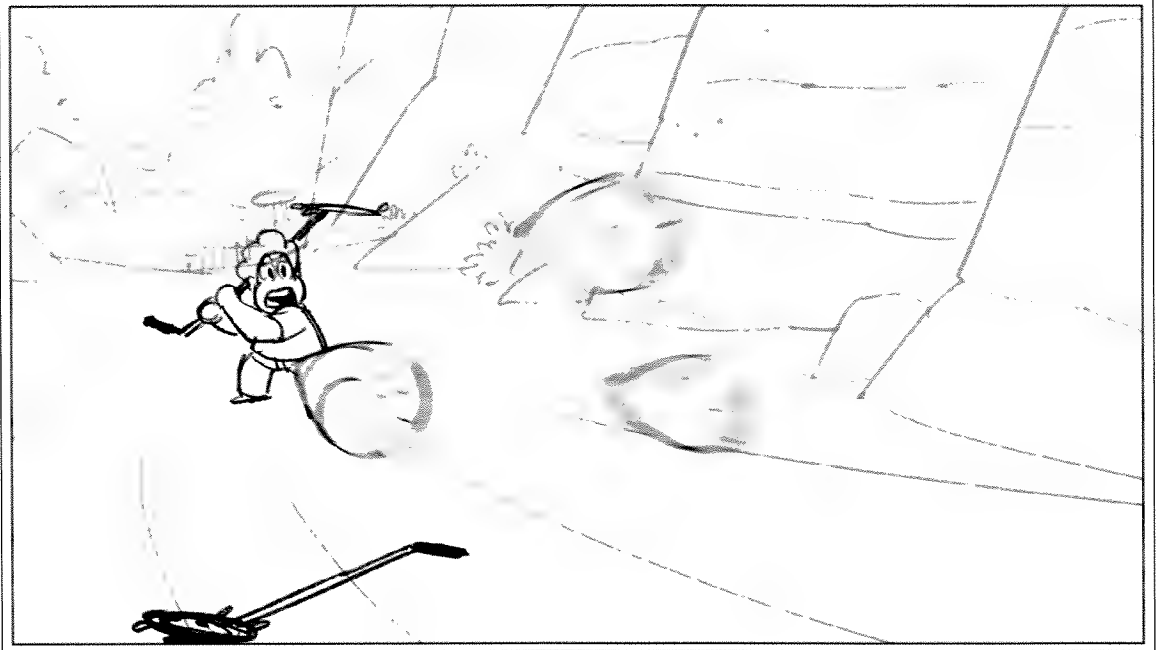
Scene 129 Panel 2



Action Notes
stars turn unto spikes

Slugging
0.05

Scene 129 Panel 3



Action Notes
Steven raises metal detector

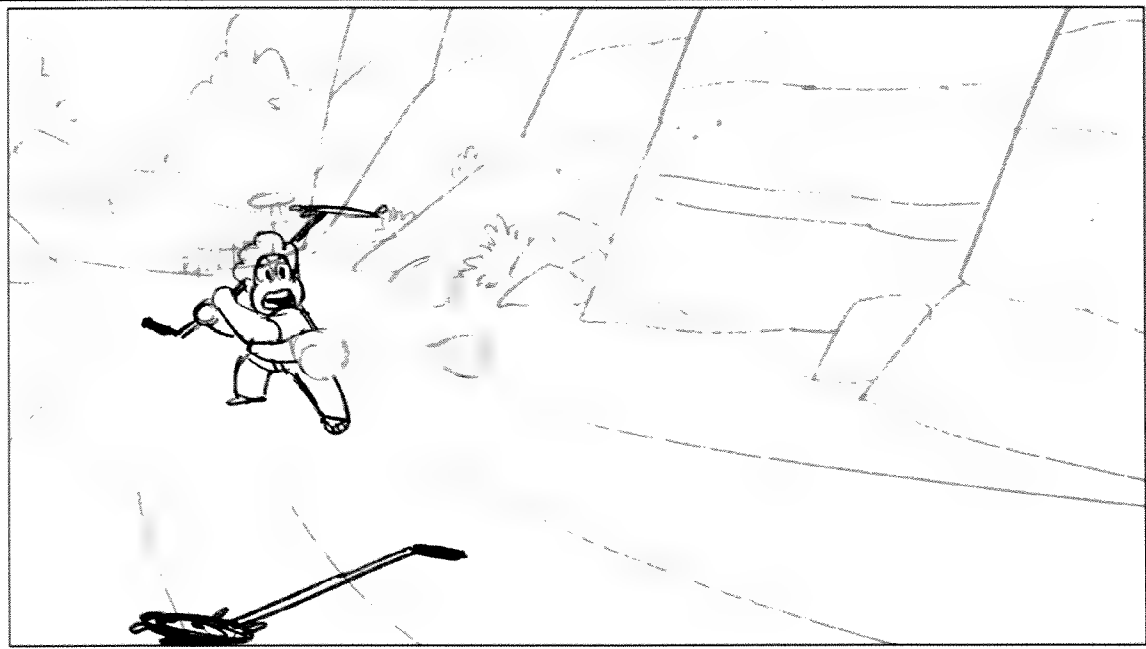
Slugging
0.05

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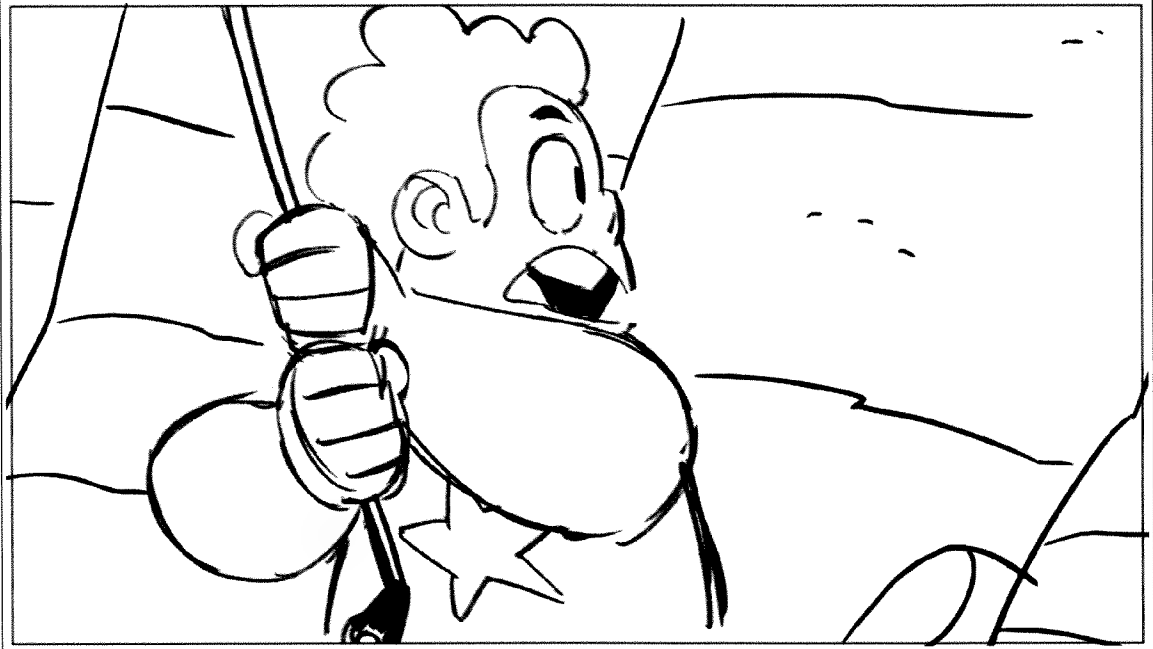
1020.009

Scene	Panel
129	4



Slugging
0.05

Scene	Panel
130	1



Slugging
0.05

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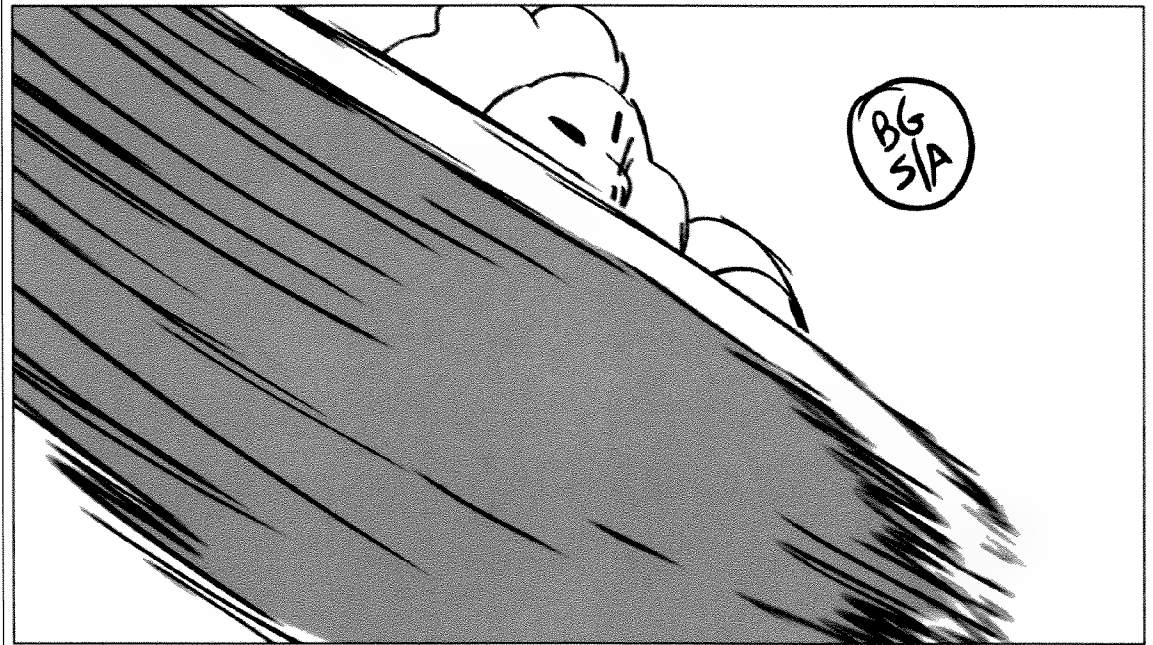
1020.009

Scene 130 Panel 2
CONT



Slugging
0.02

Scene 130 Panel 3
CONT



Slugging
0.02

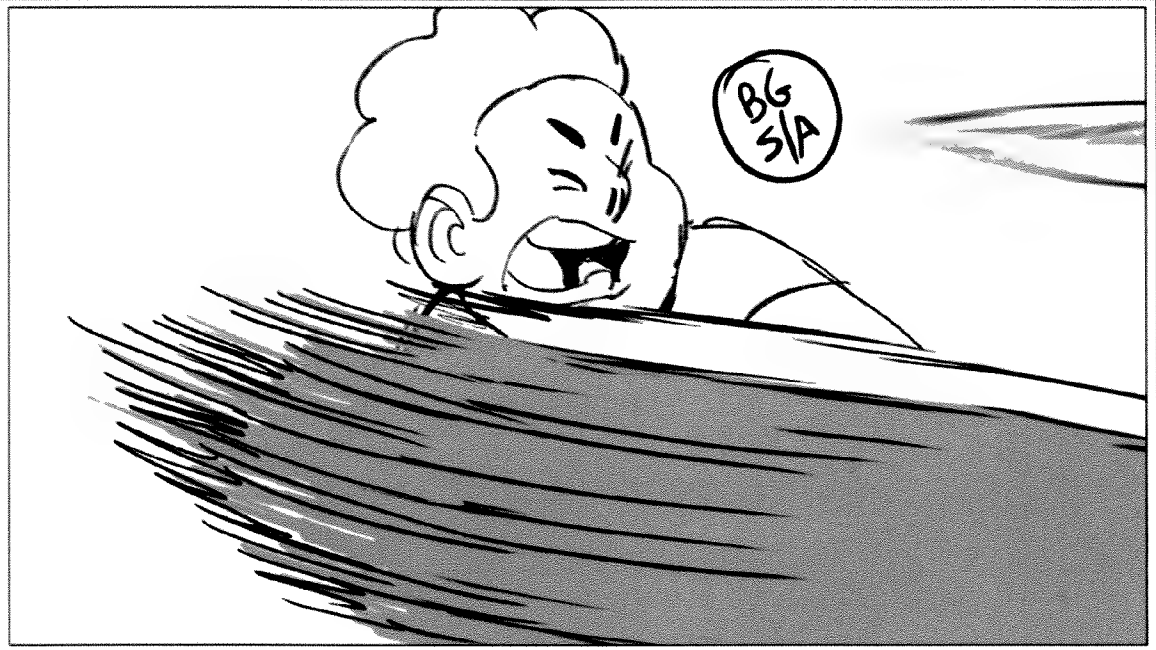
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1020.009

Scene 130 Panel 4



Slugging
0.02

Scene 130 Panel 5



Action Notes
Steven swinging metal detector at spikes flying by him

Slugging
0.05

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1020.009

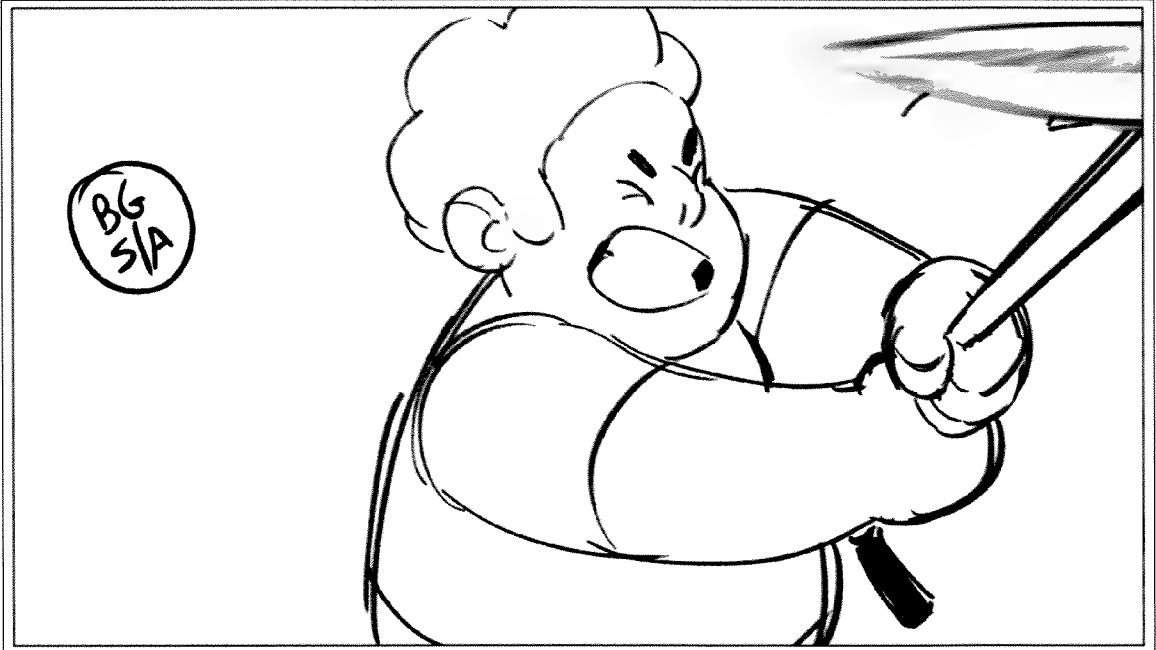
1020.009

Scene 130 Panel 6



Slugging
0.05

Scene 130 Panel 7



Slugging
0.05

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1020.009

1020.009

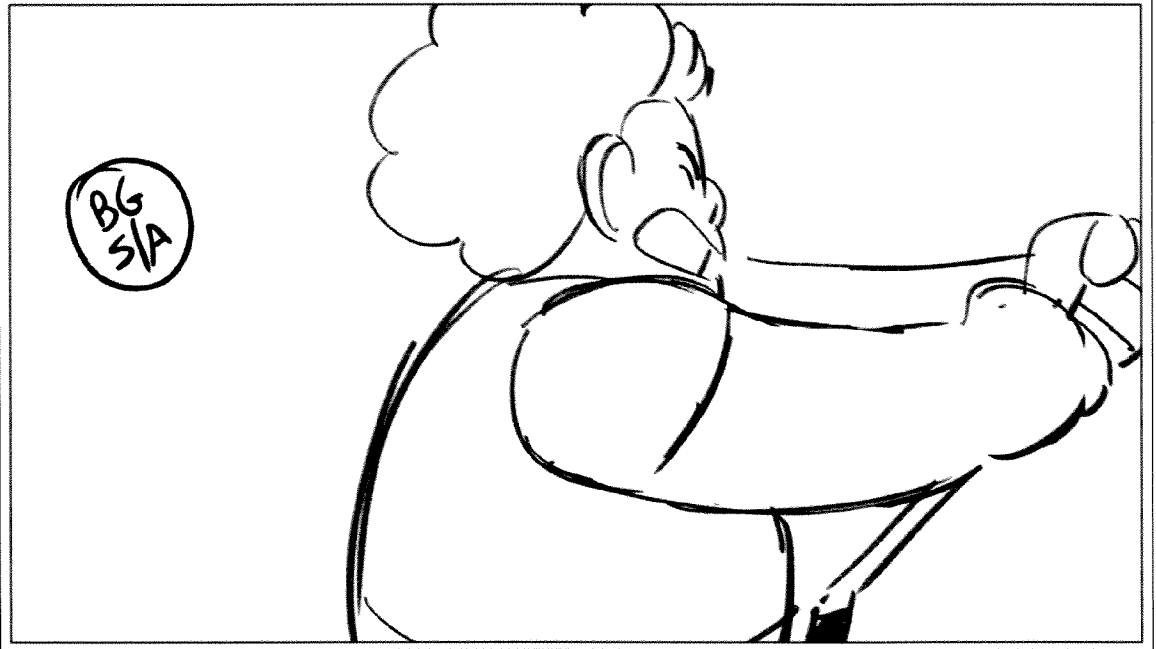
1020.009

Scene 130 Panel 8



Slugging
0.05

Scene 130 Panel 9



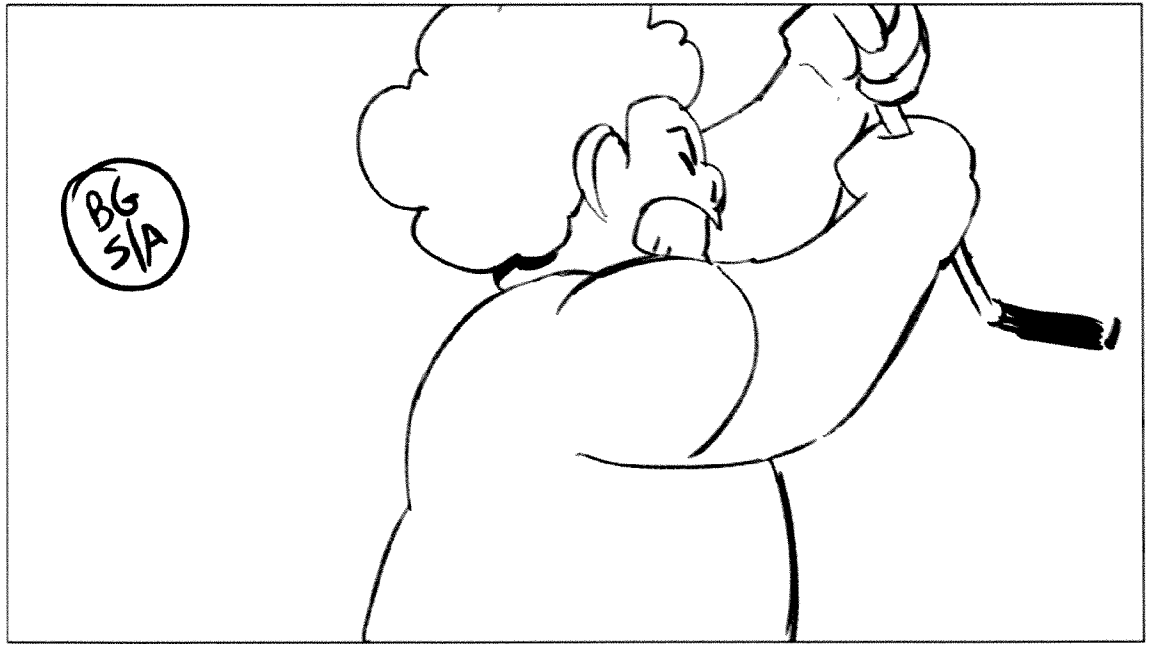
Slugging
0.05

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Scene 130 cont Panel 10



Slugging
0.05

Scene 130 cont Panel 11



Action Notes
steen stops swinging

Slugging
0.05
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Scene 130 Panel 12



Slugging
0.05

Scene 130 Panel 13



Slugging
0.05

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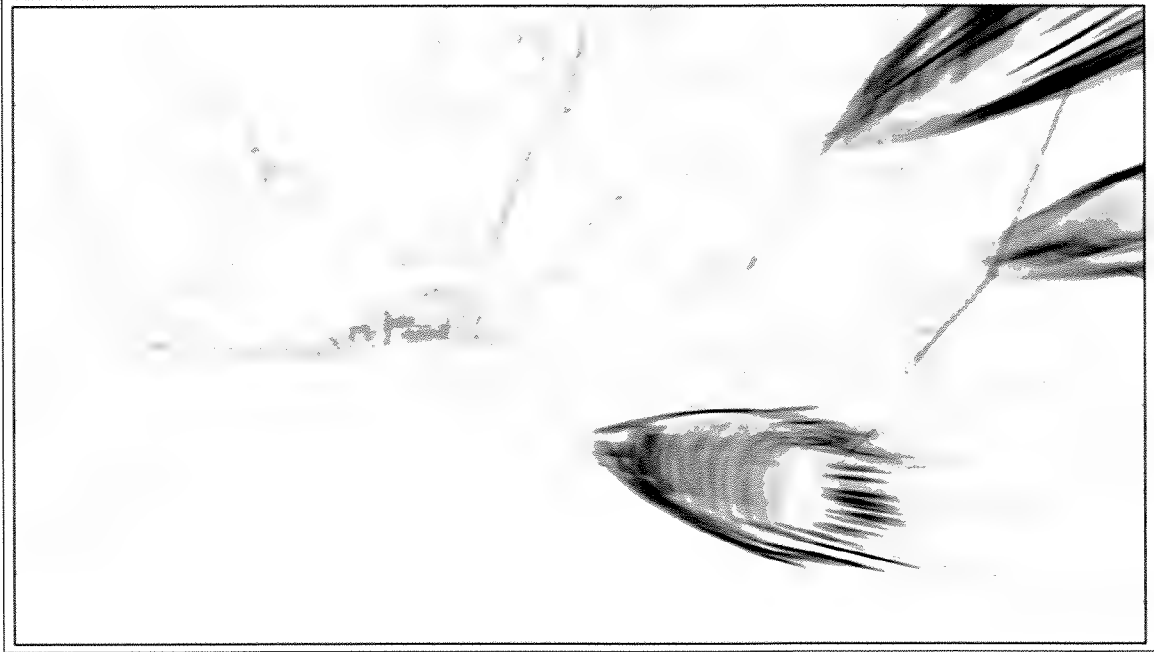
1020.009

Scene	Panel
131	1



Slugging
0.05

Scene	Panel
131	2



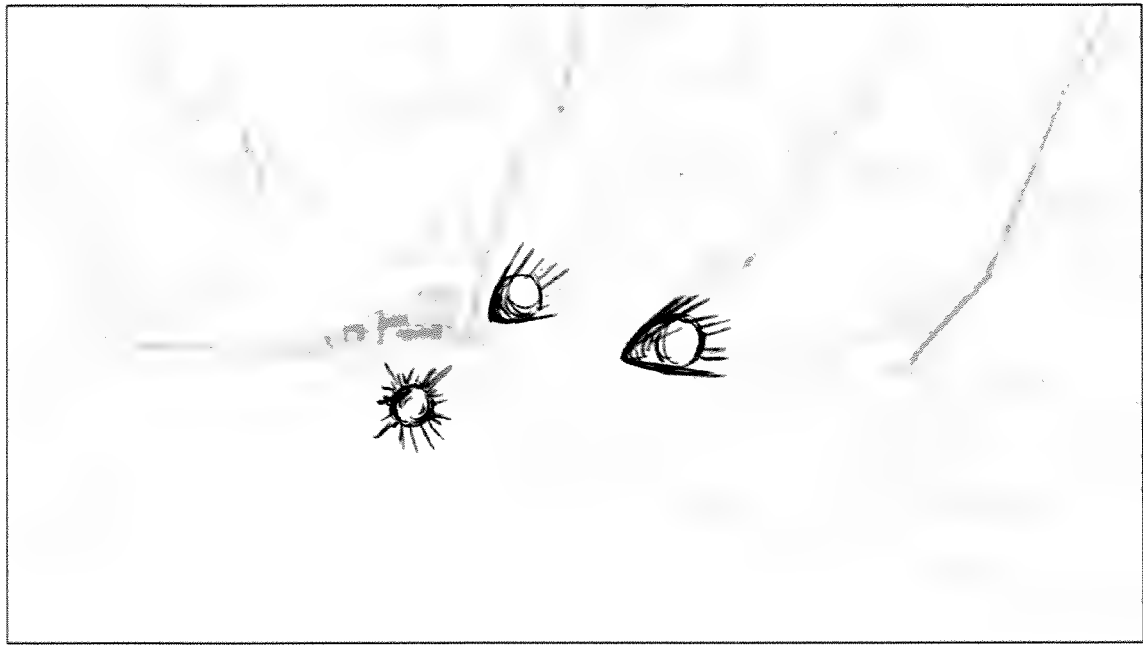
Slugging
0.05

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Scene 131 Panel 3
CONT



Slugging
0.05

Scene 131 Panel 4
CONT



Action Notes
Spikes shoot into sand

Slugging
0.05

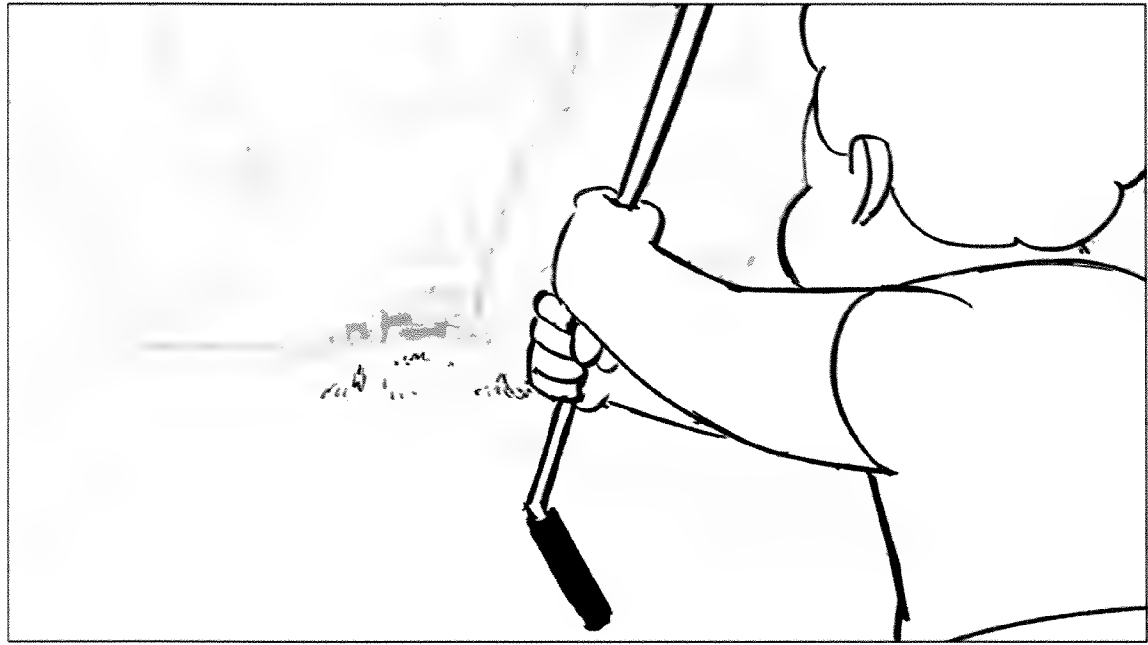
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1020.009

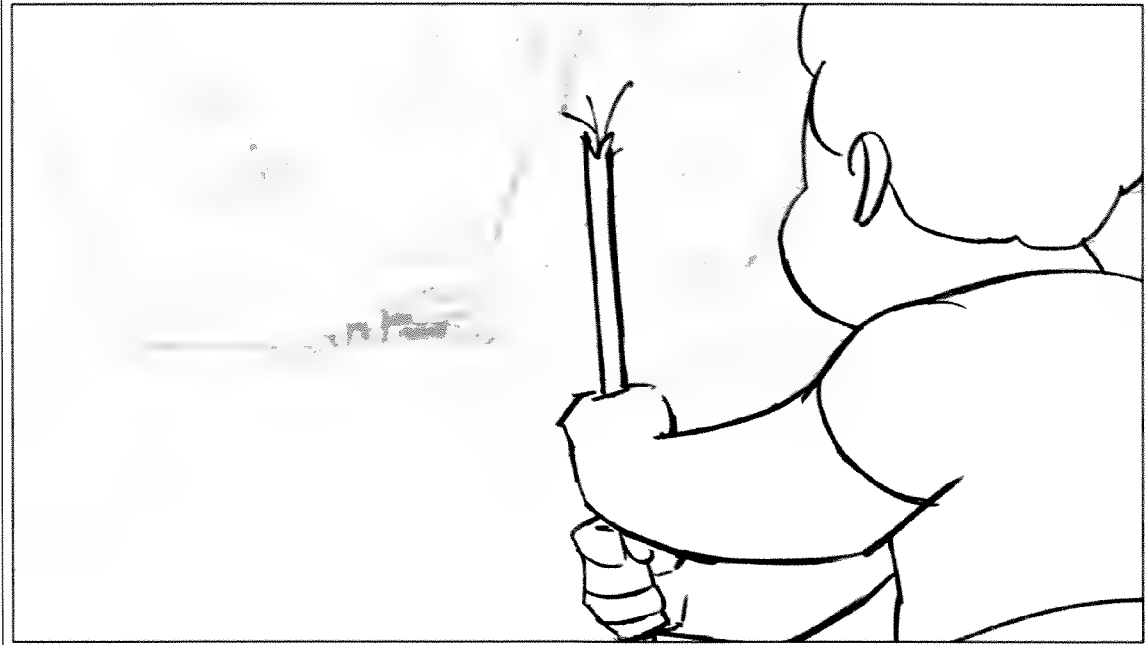
Scene 131 Panel 5



Action Notes
Steven steps into frame after spikes

Slugging
0.05

Scene 131 Panel 6



Slugging
0.14

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1020.009

Scene	Panel
131	CONT 7



Slugging
0.12

Scene	Panel
131	CONT 8



Slugging
0.05

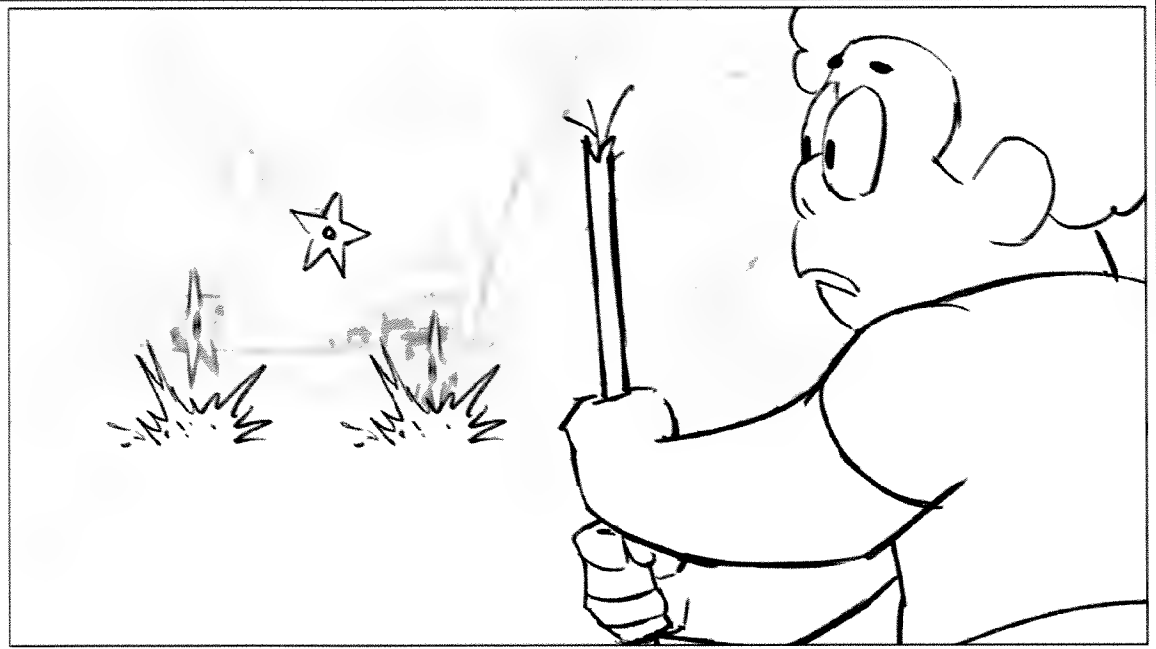
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1020.009

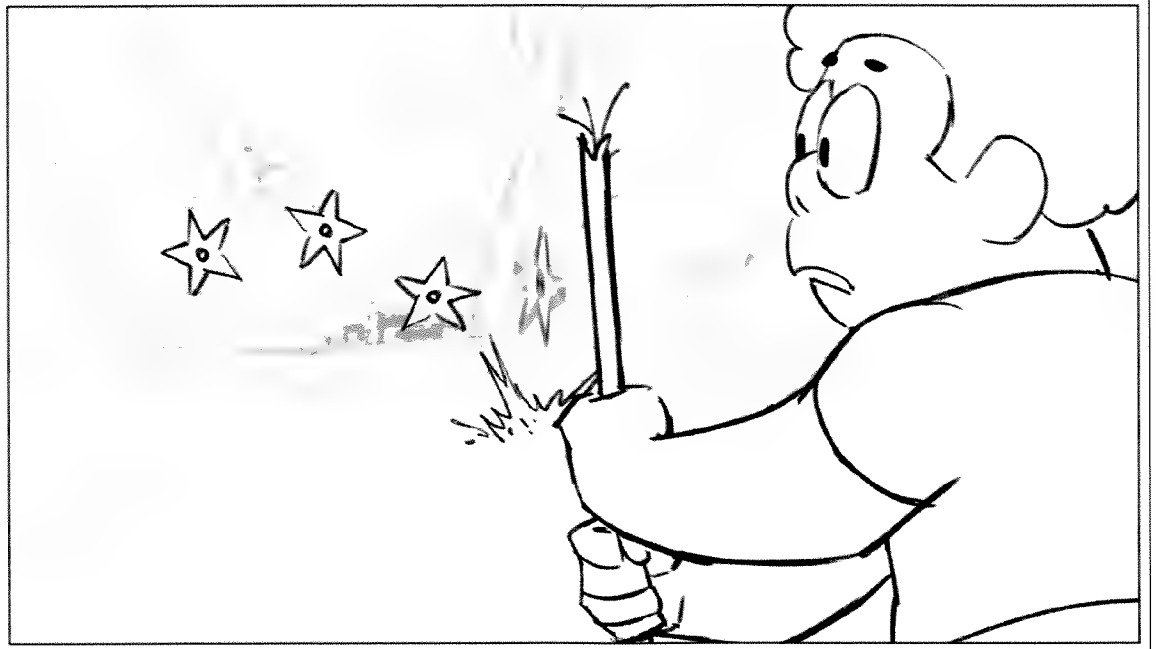
Scene 131 Panel 9



Action Notes
Stars shooy out of sand

Slugging
0.05

Scene 131 Panel 10



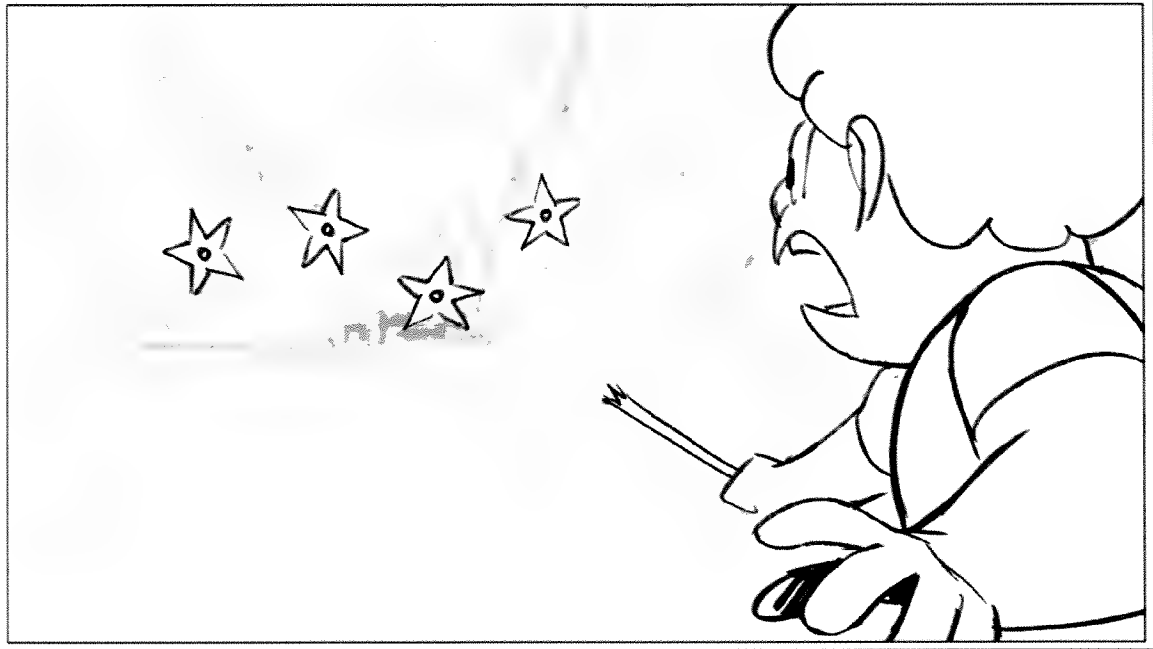
Slugging
0.05

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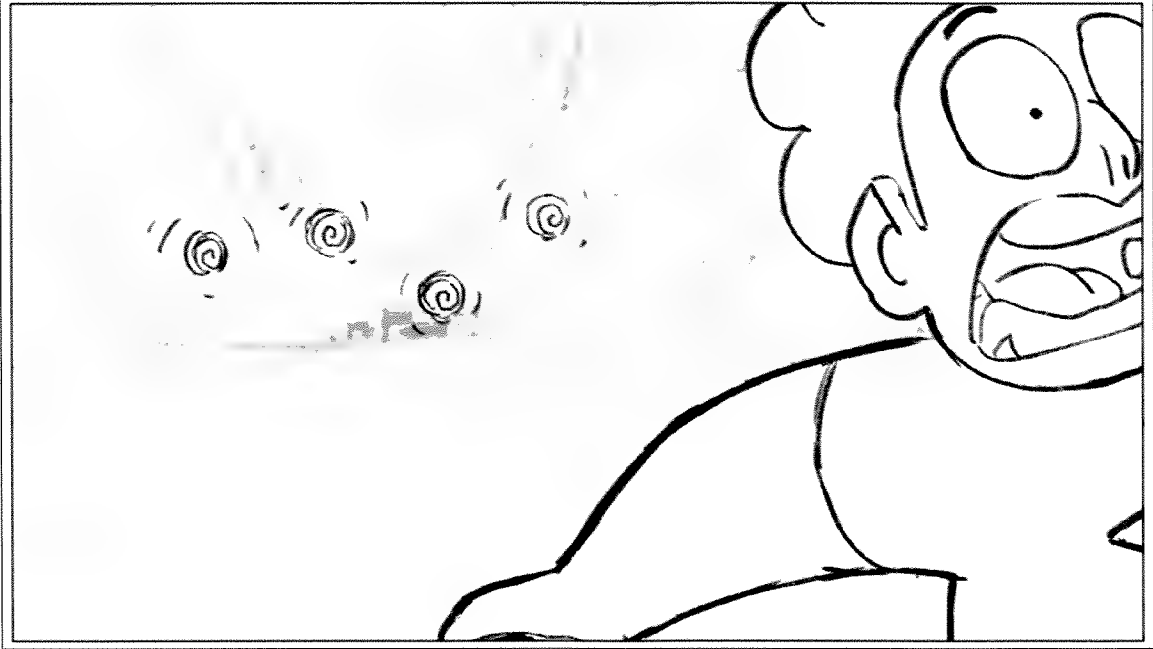
1020.009

Scene 131 Panel 11



Slugging
0.08

Scene 131 Panel 12



Action Notes
Steven turns to run out of frame

stars turn into spikes

Slugging
0.05

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1020.009

Scene	Panel
131	CONT 13



Slugging
0.05

Scene	Panel
131	CONT 14



Slugging
0.05

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1020.009

1020.009

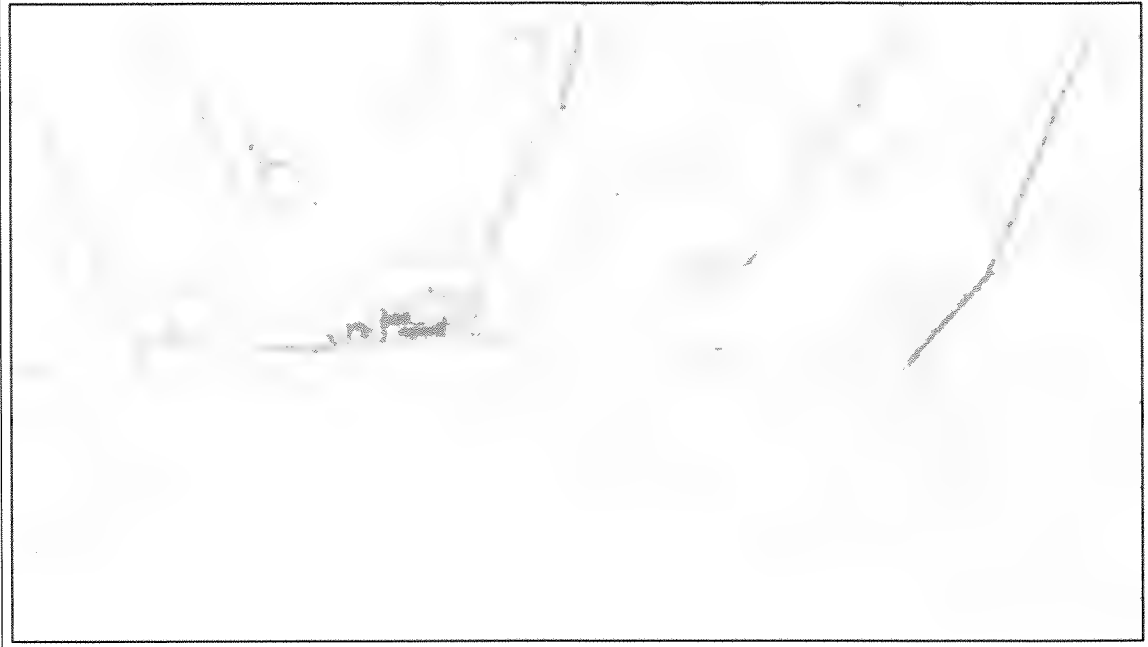
Scene	Panel
131	15



Action Notes
Spikes shoot after steven off screen

Slugging
0.05

Scene	Panel
131	16



Slugging
0.05

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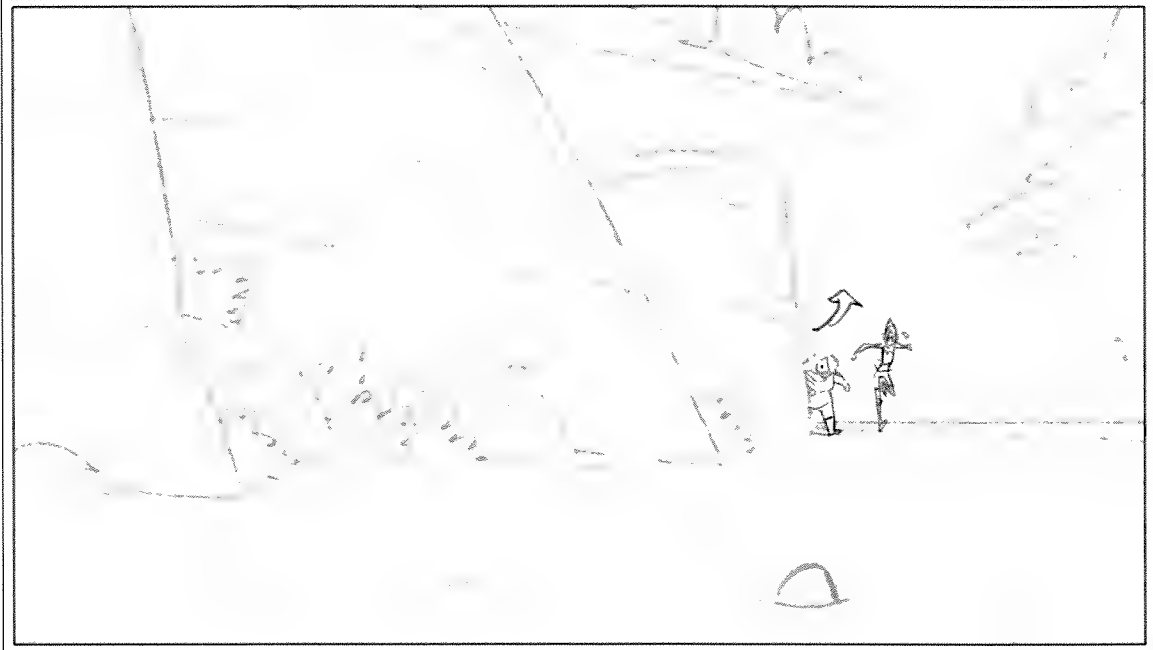
1020.009

Scene	Panel
132	1



Slugging
0.05

Scene	Panel
132	2



Action Notes
A and P run in from around rocks

Slugging
0.05

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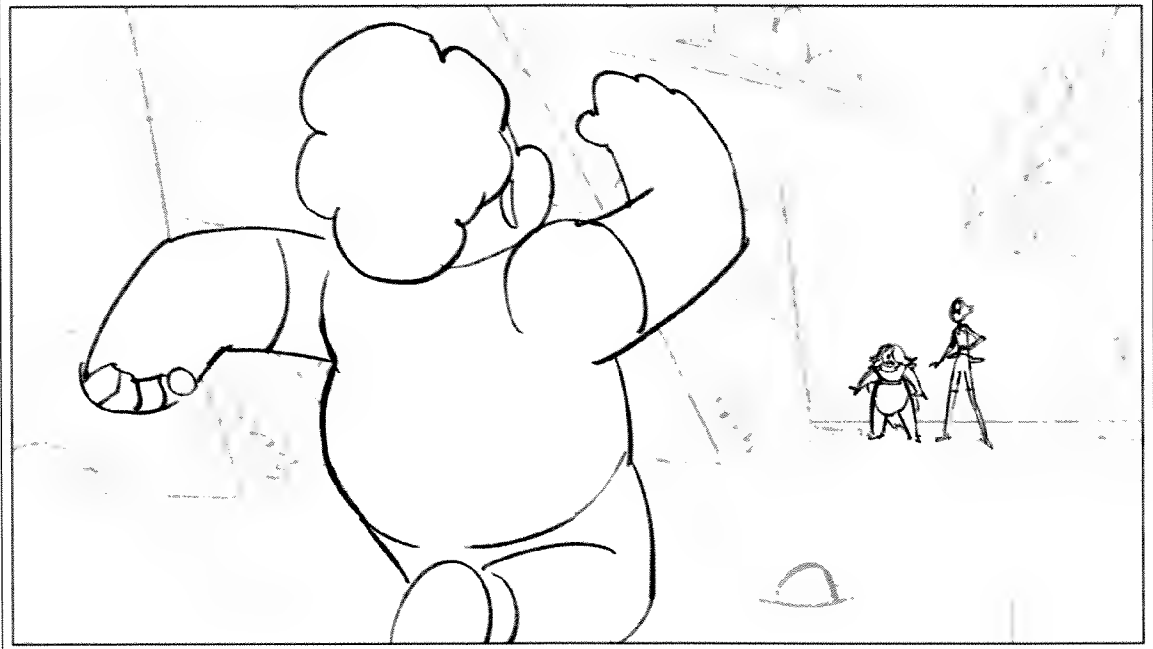
1020.009

Scene	Panel
132	CONT
	3



Slugging
0.05

Scene	Panel
132	CONT
	4



Slugging
0.05

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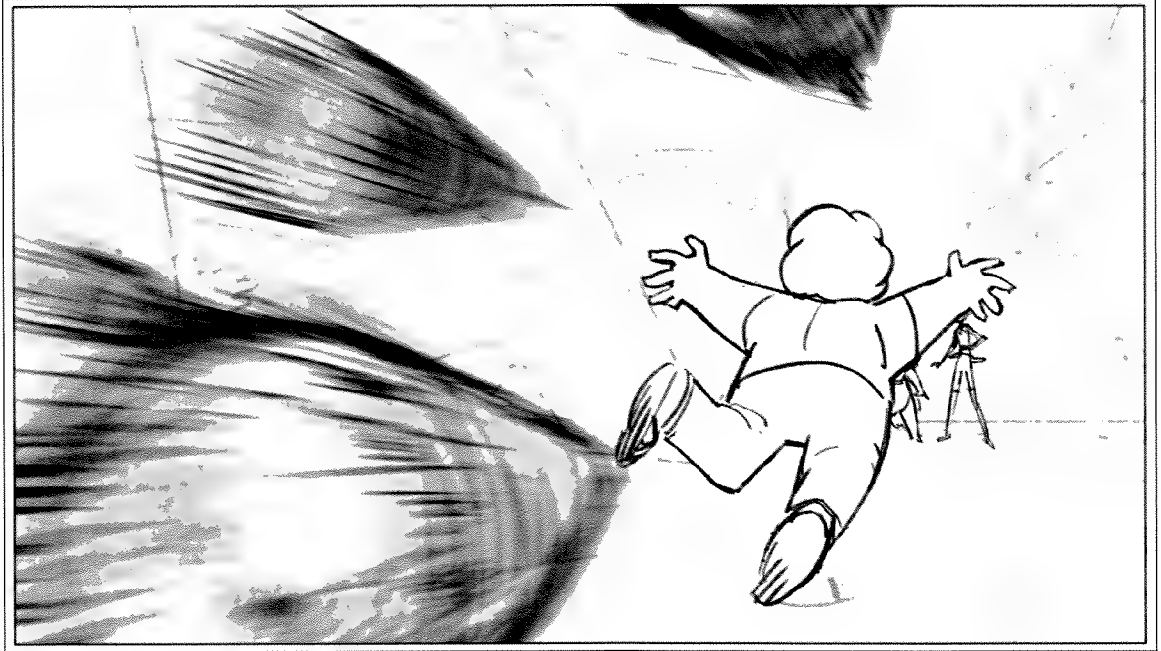
1020.009

Scene	Panel
132	cont
5	



Slugging
0.05

Scene	Panel
132	cont
6	



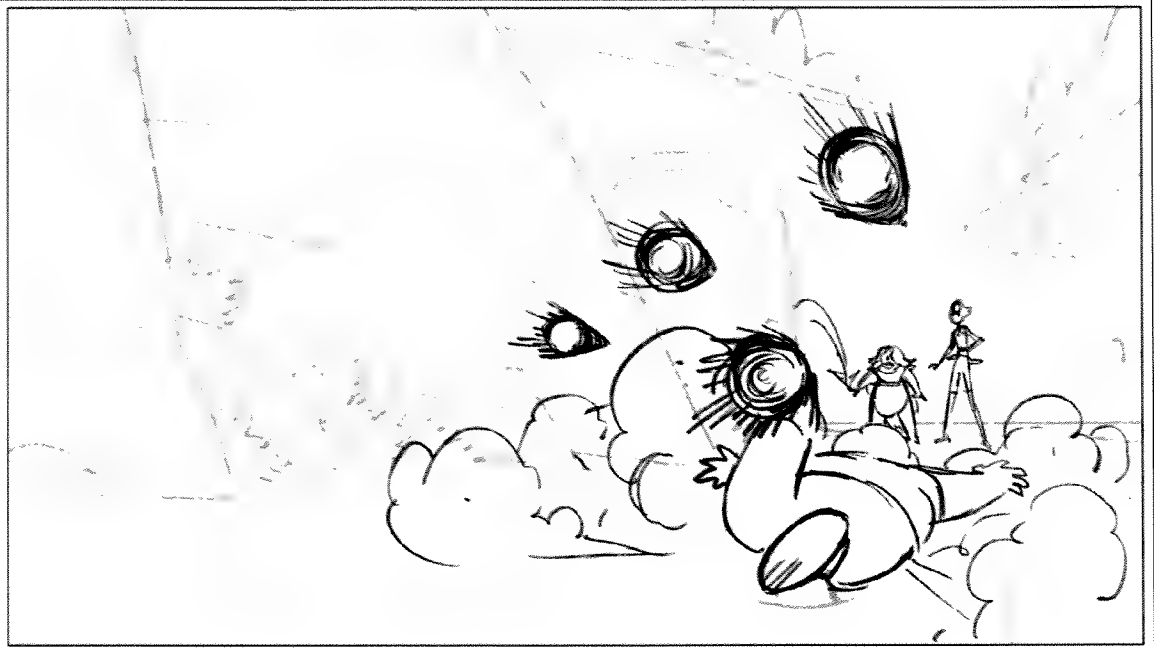
Action Notes
Steven trips on a rock

Spikes fly into frame after

Slugging
0.05

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Scene	Panel
132	cont 7



Slugging
0.05

Scene	Panel
132	cont 8



Slugging
0.05

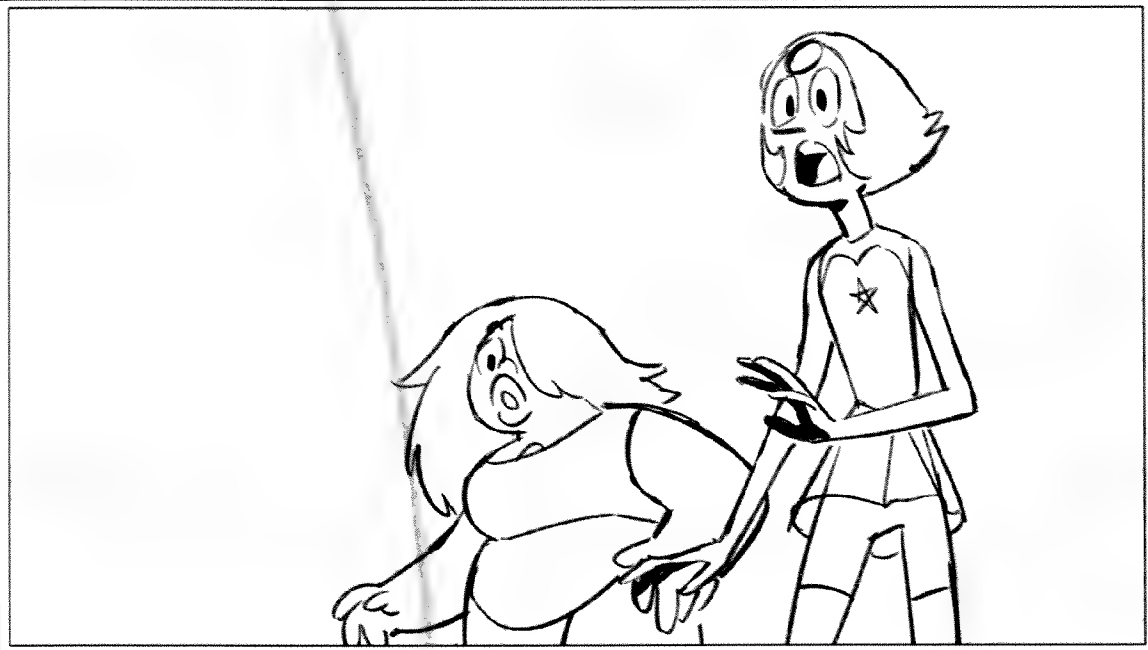
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1020.009

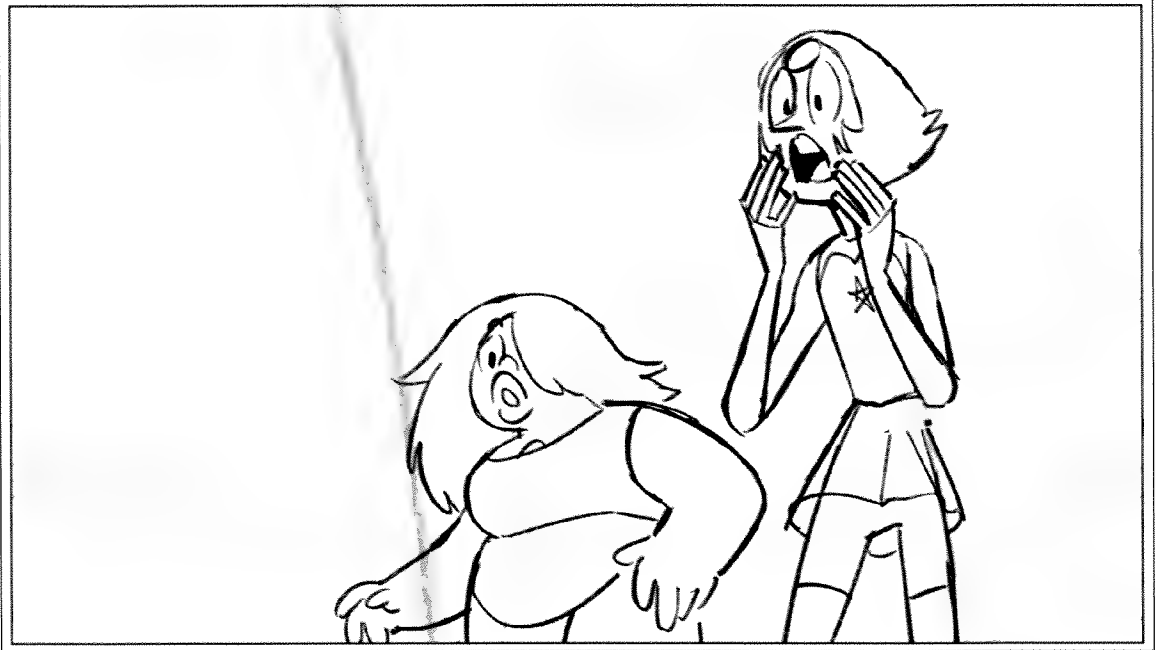
Scene	Panel
133	1



Dialog
PEARL: STEVEN!

Slugging
0.09

Scene	Panel
133	2



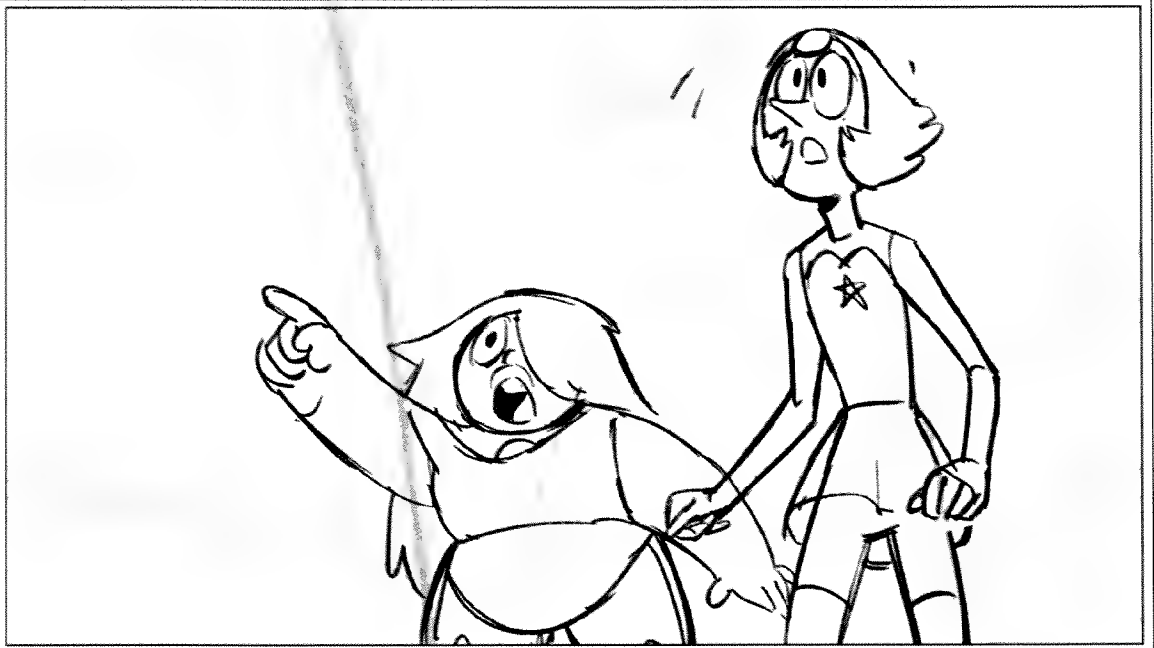
Slugging
2.11

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1020.009

Scene	Panel
133	cont 3



Dialog

AMETHYST: IT'S THE LITTLE GUYS!!!

Slugging

0.05

Scene	Panel
133	cont 4



Action Notes

spikes fly by A and P

A grabs P as she dodges

Slugging

0.05

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Scene 133 Panel 5



Slugging
0.05

Scene 133 Panel 6



Slugging
0.05

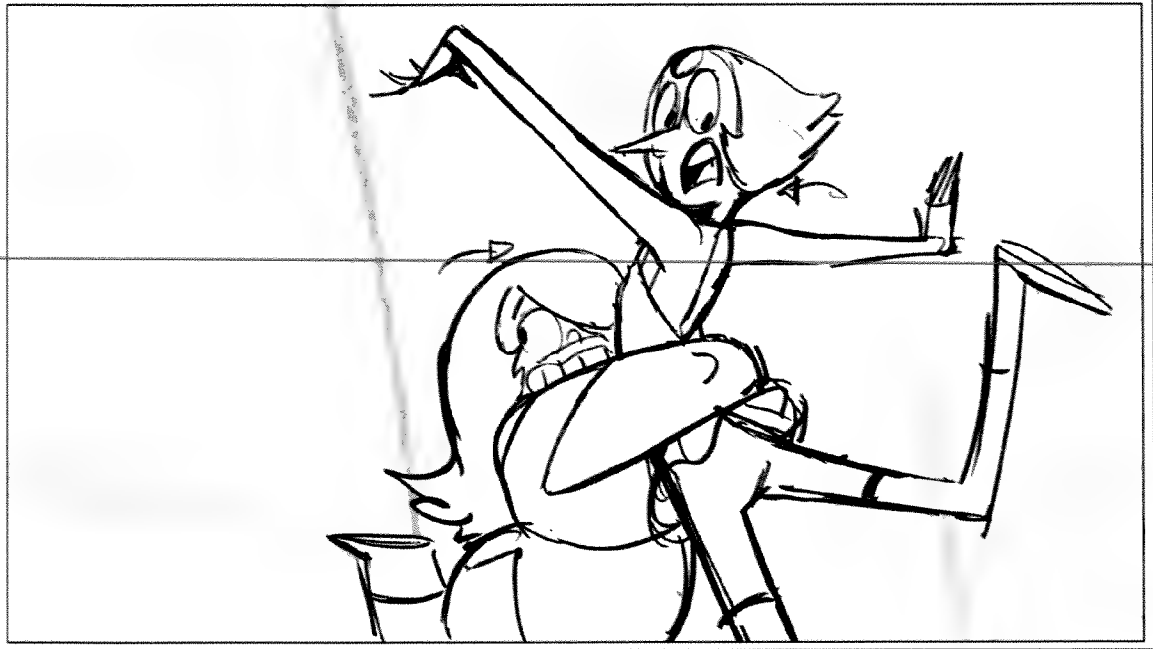
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1020.009

1020.009

Scene 133 Panel 7



Slugging
0.05

Scene 134 Panel 1



Slugging
0.05

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1020.009

1020.009

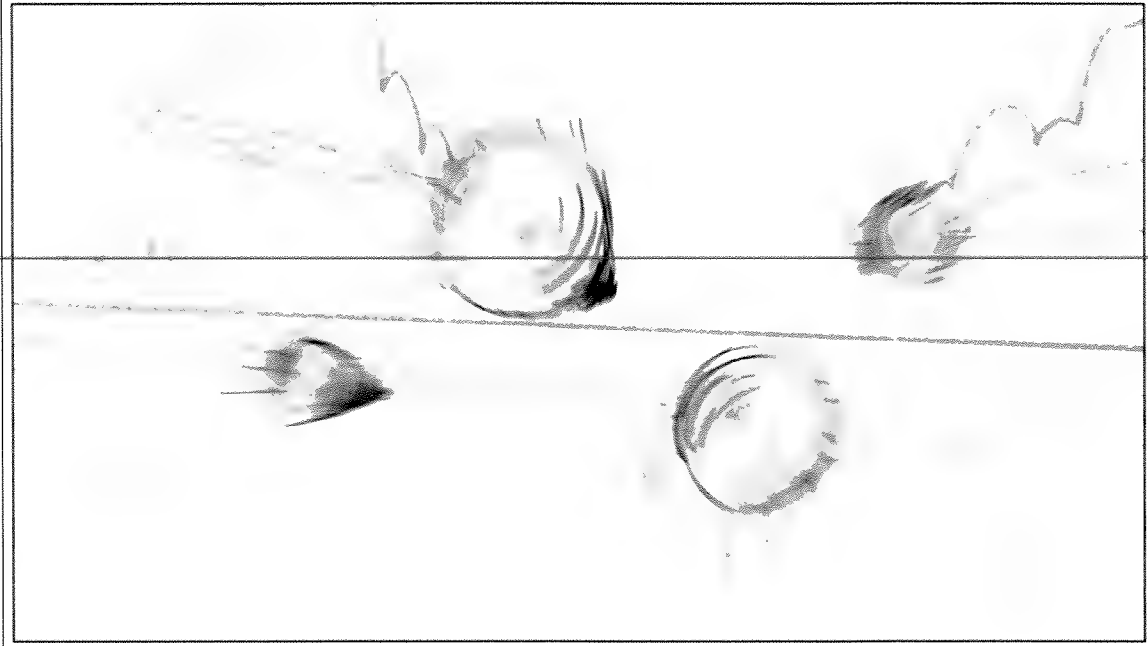
Scene 134 Panel 2
CONT



Action Notes
spikes shoot into beach

Slugging
0.05

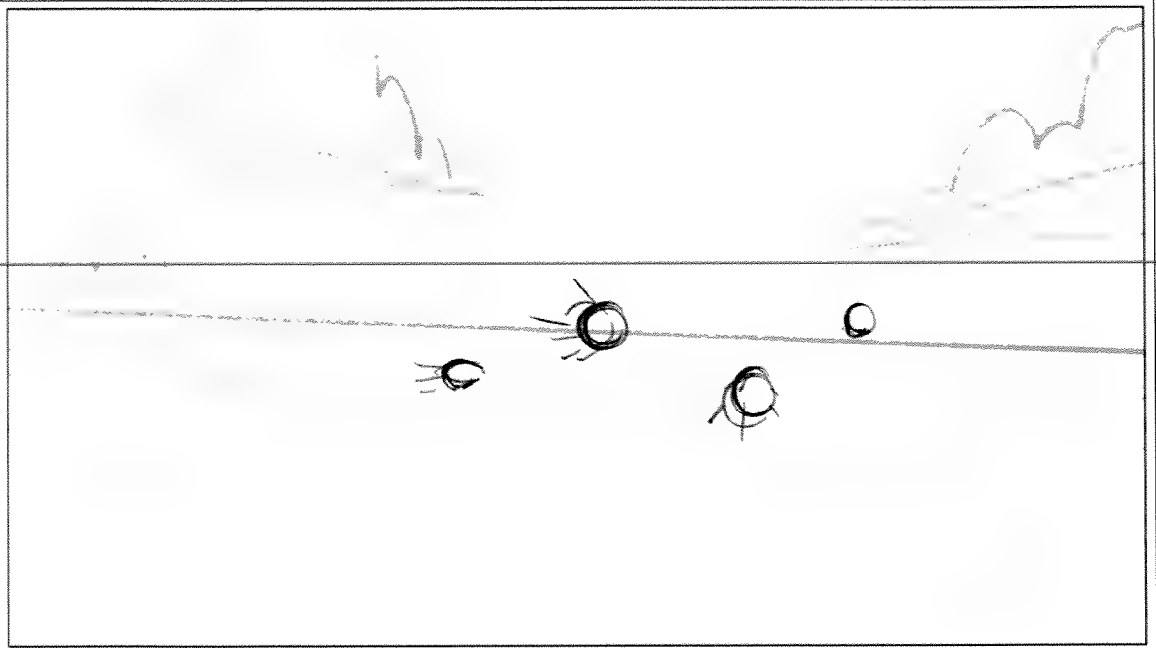
Scene 134 Panel 3
CONT



Slugging
0.05

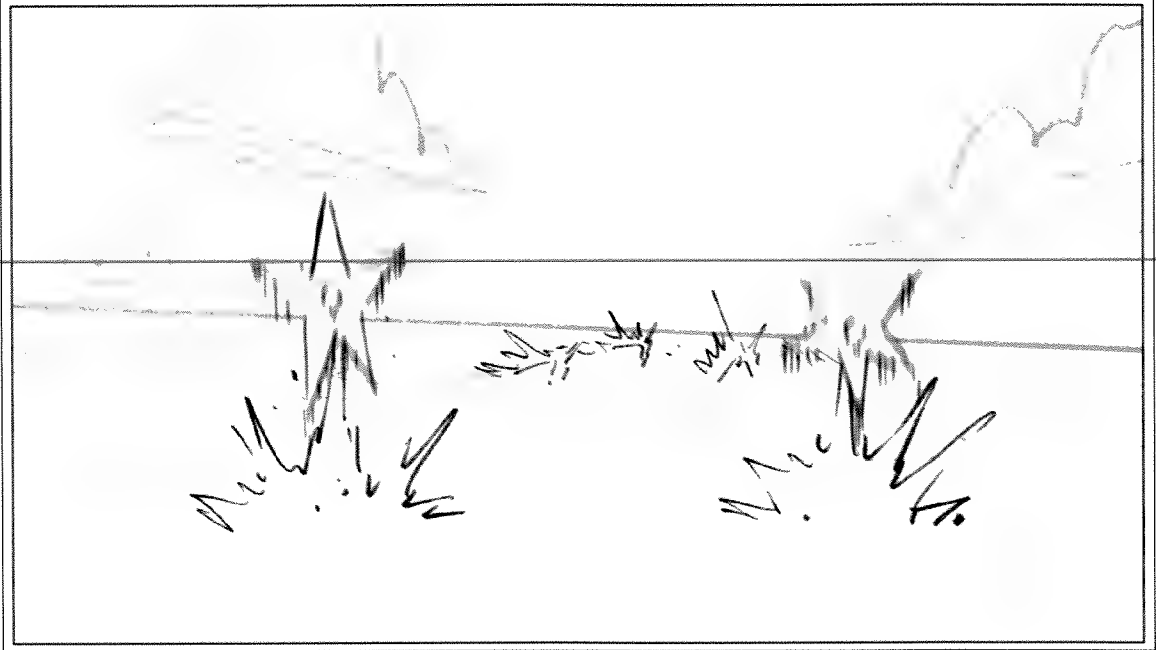
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Scene 134 Panel 4
CONT



Slugging
0.05

Scene 134 Panel 5
CONT



Action Notes
Stars shoot out of sand

Slugging
0.05

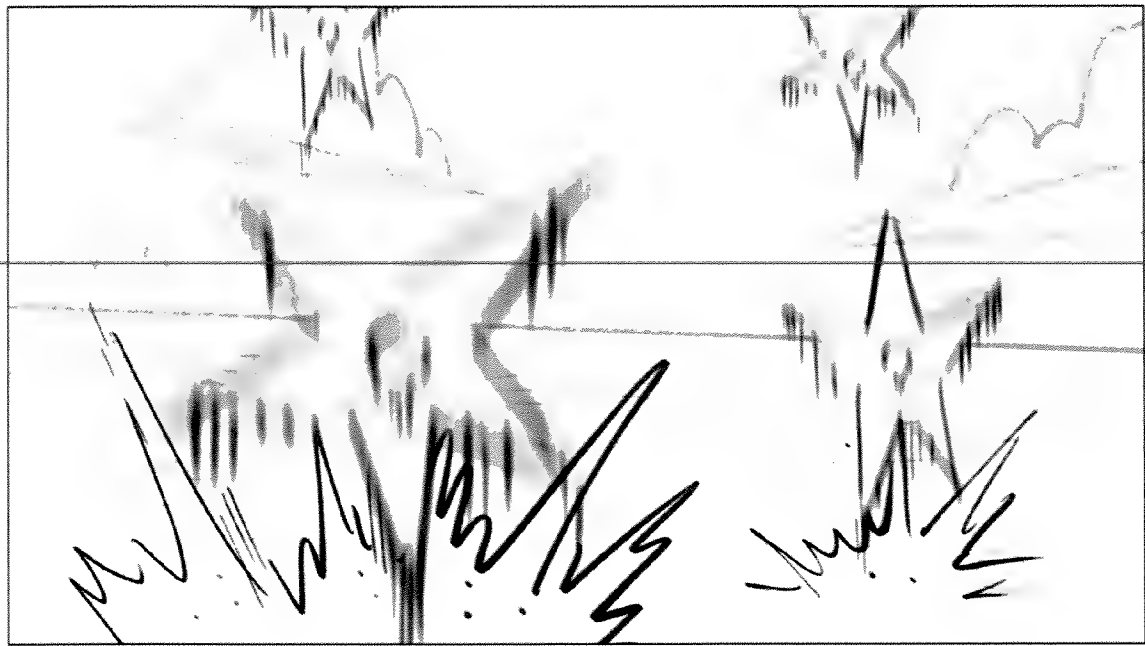
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1020.009

1020.009

Scene 134 **CONT** Panel 6



Slugging
0.05

Scene 134 **CONT** Panel 7



Slugging
0.05

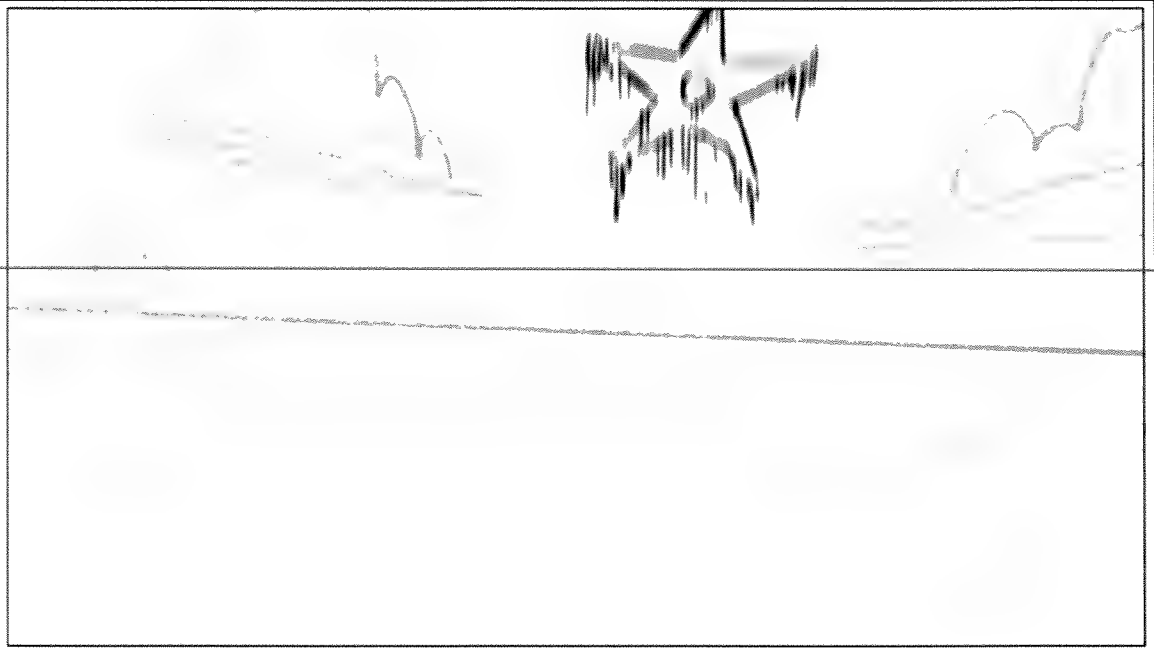
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1020.009

Scene	Panel
134	CONT 8



Slugging
0.05

Scene	Panel
134	CONT 9



Slugging
0.05

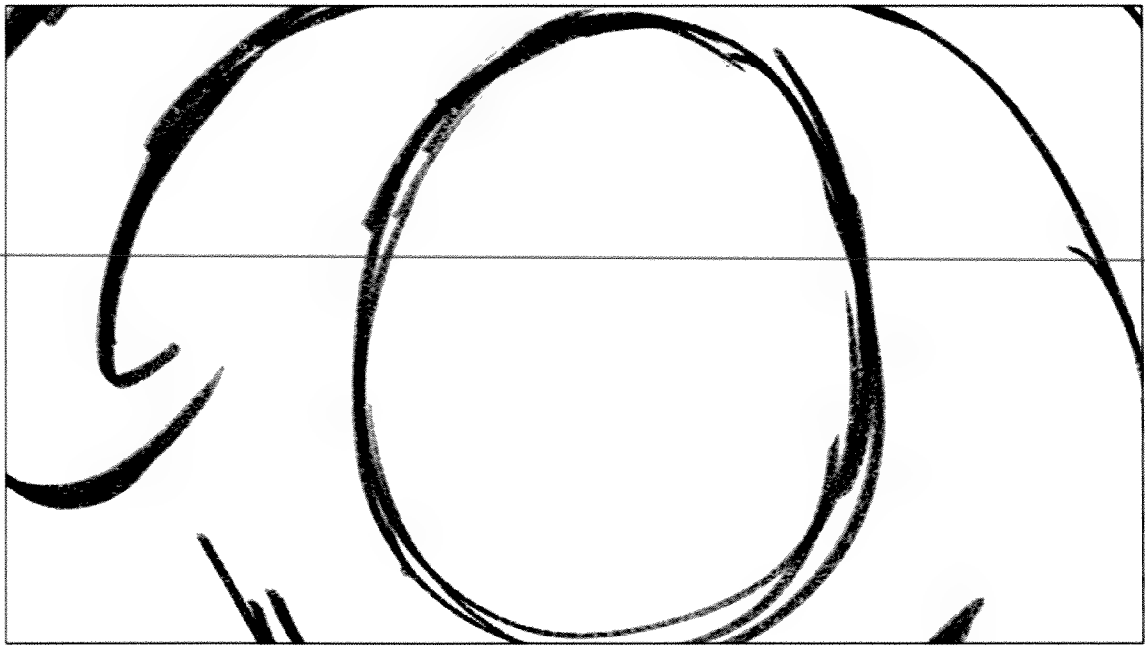
JUN 17 2013

1020.009

1020.009

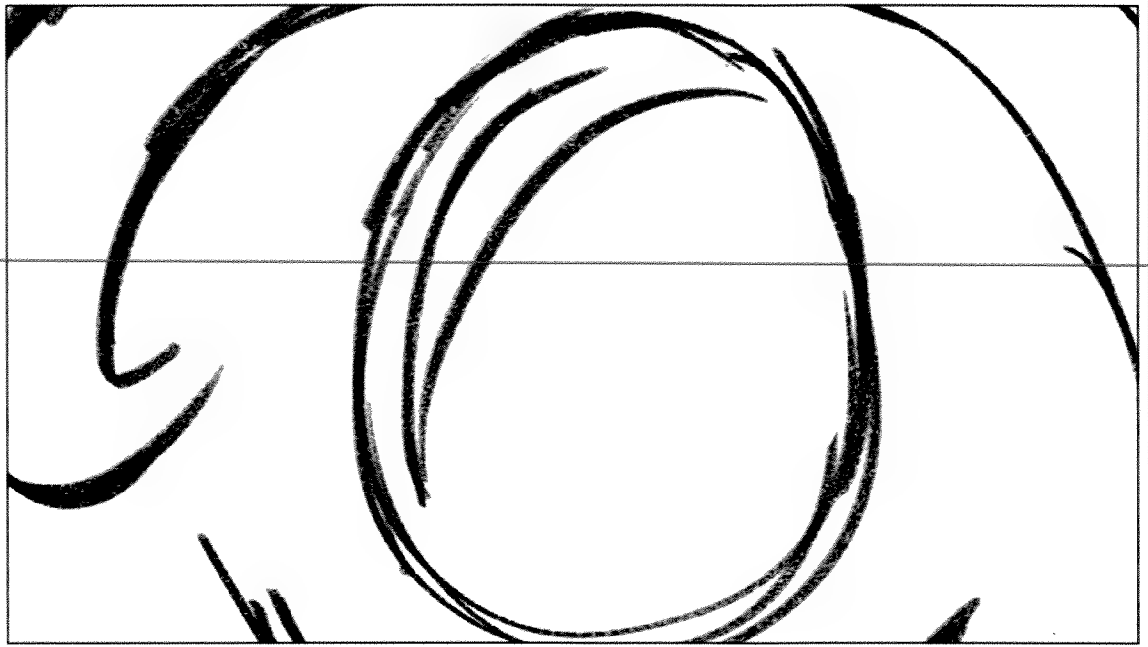
1020.009

Scene	Panel
135	1



Slugging 0.05

Scene	Panel
135	CONT 2



Action Notes P's gem shines
Slugging 0.05

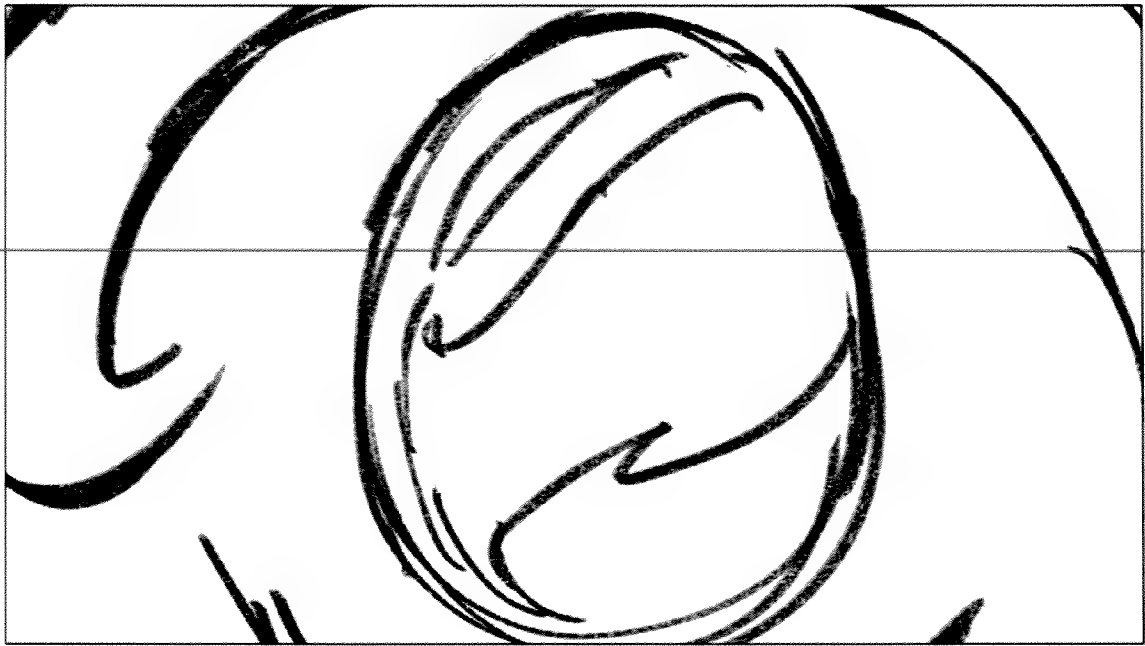
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1020.009

1020.009

Scene	Panel
135	3



Slugging
0.05

Scene	Panel
135	4



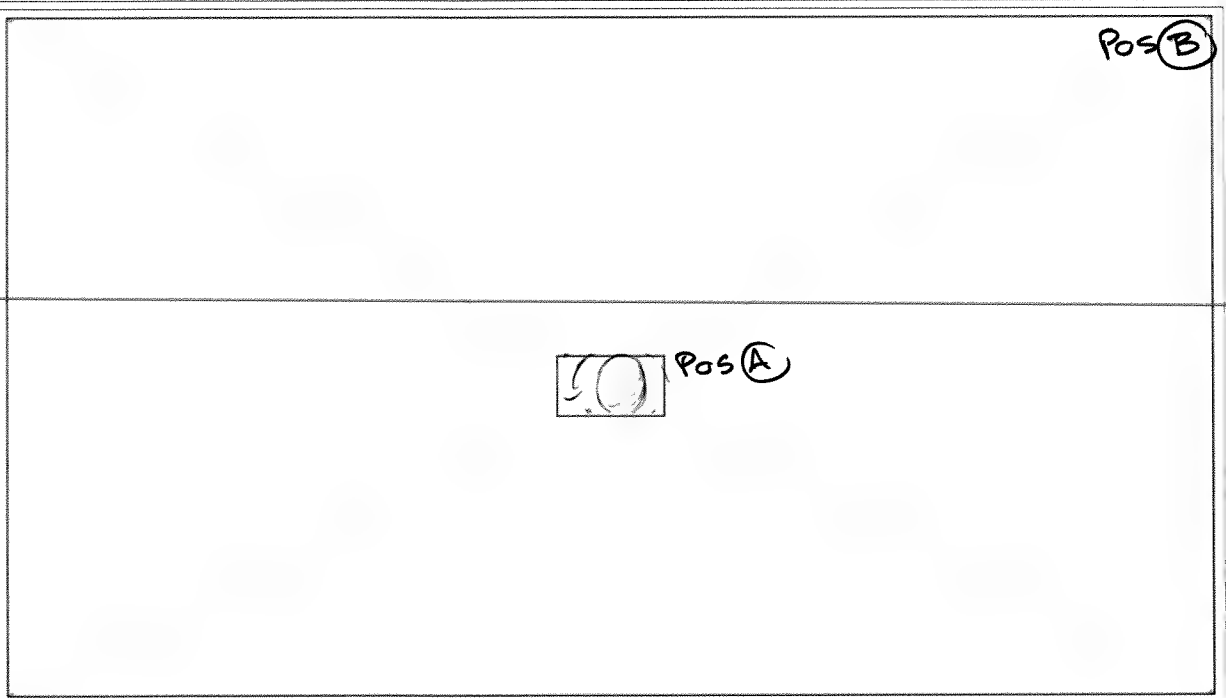
Slugging
0.05

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1020.009

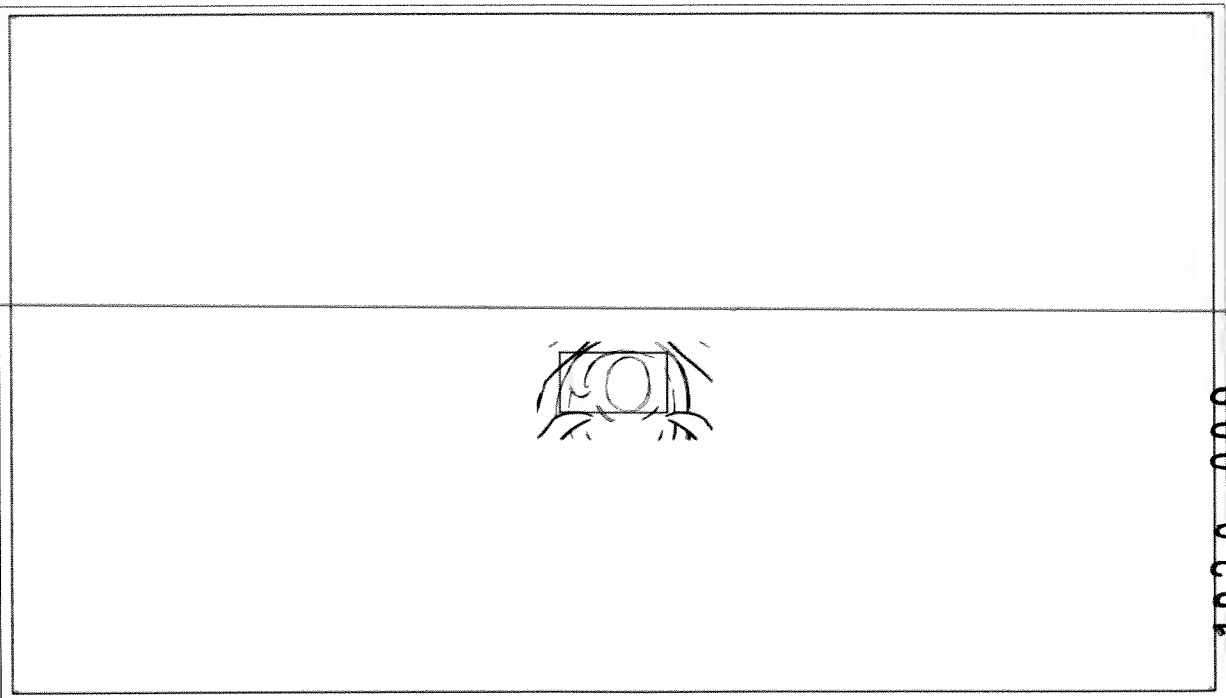
1020.009

Scene	Panel
135	<i>CONT</i>
	5



Slugging
ADJ: 0.05


Scene	Panel
135	<i>CONT</i>
	6




Slugging
ADJ: 0.05

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Scene	Panel
135	cont 7
	
<p>Action Notes</p> <p>P's hand comes in around gem</p>	
<p>Slugging</p> <p>ADJ: 0.05</p>	

Scene	Panel
135	cont 8
	
<p>Slugging</p> <p>ADJ: 0.05</p>	

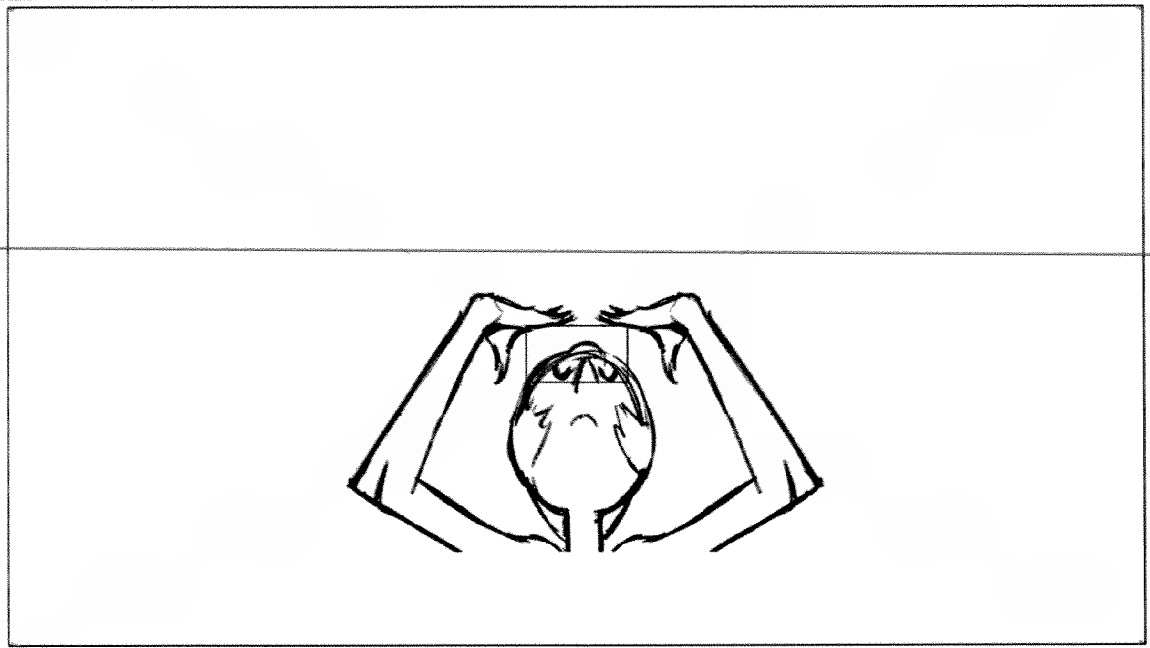
1020-009

1020-009

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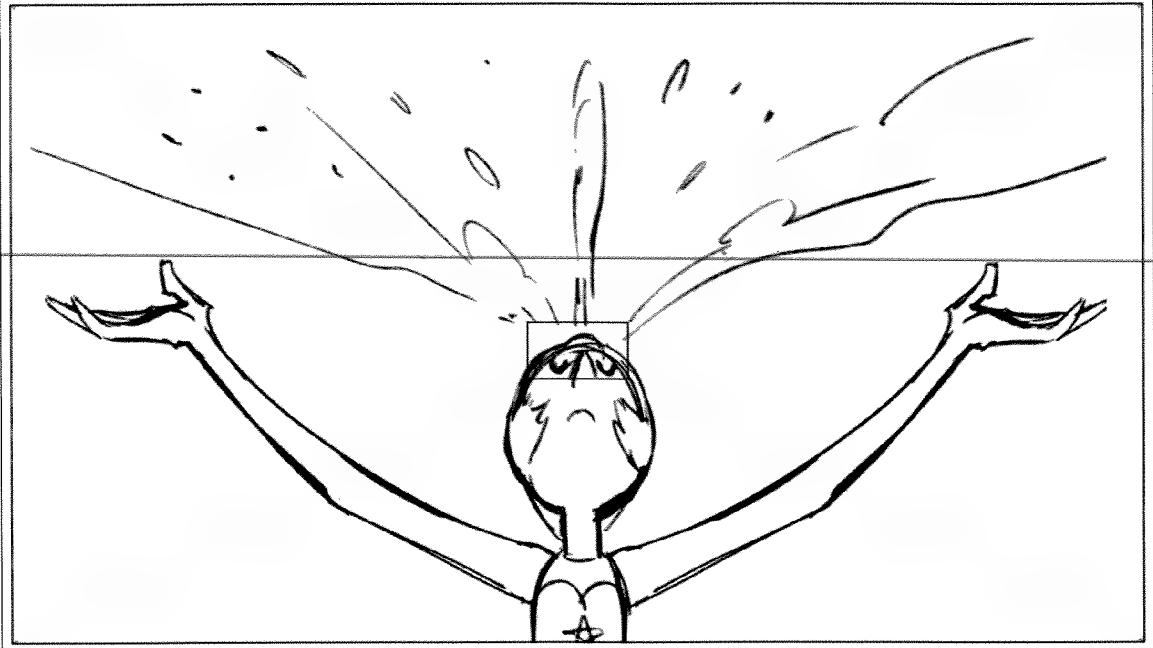
1020-009

Scene 135 Panel 9



Slugging
ADJ: 0.05

Scene 135 Panel 10



Action Notes
camera trucks out as spear comes from P's gem and P's arm goes out

Slugging
ADJ: 0.05

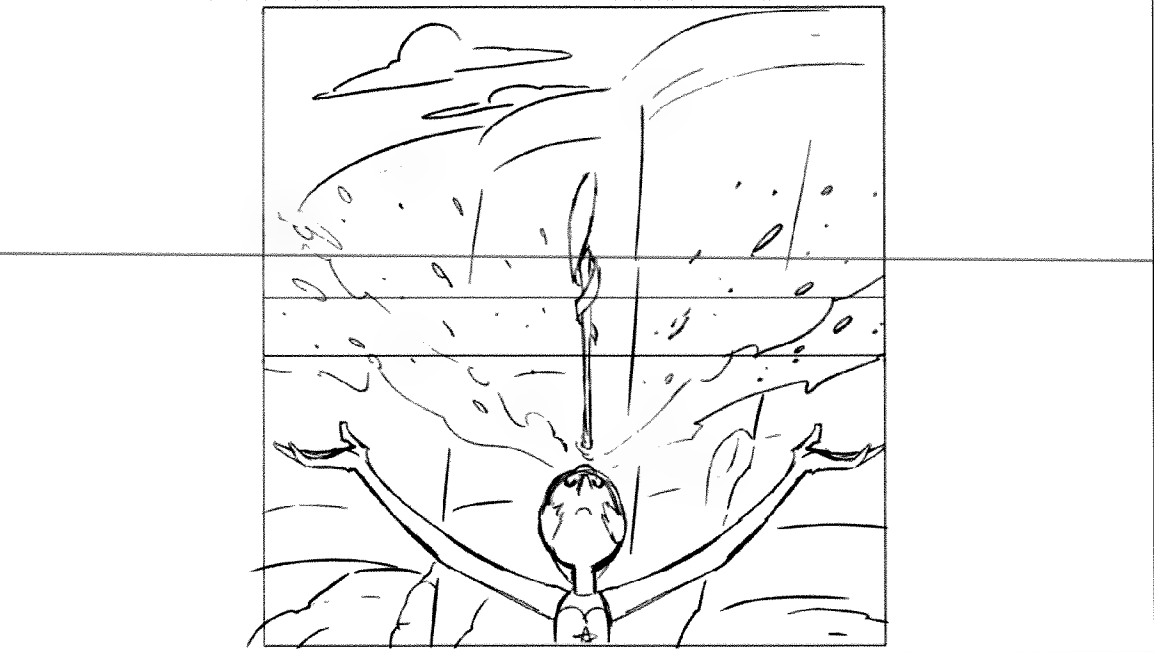
JUN 17 2013

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1020-009

1020-009

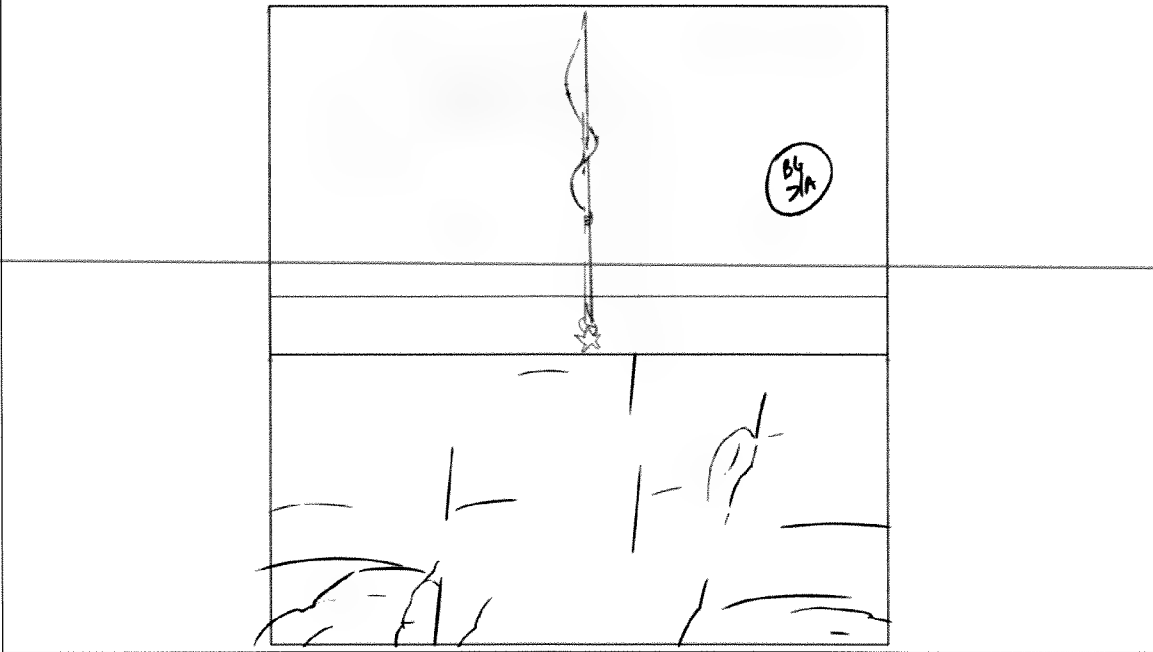
Scene 135 Panel 11
cont



Action Notes
Spear comes out of P's gem

Slugging
ADJ: 0.05

Scene 135 Panel 12
cont



Action Notes
Cameara pans with spear

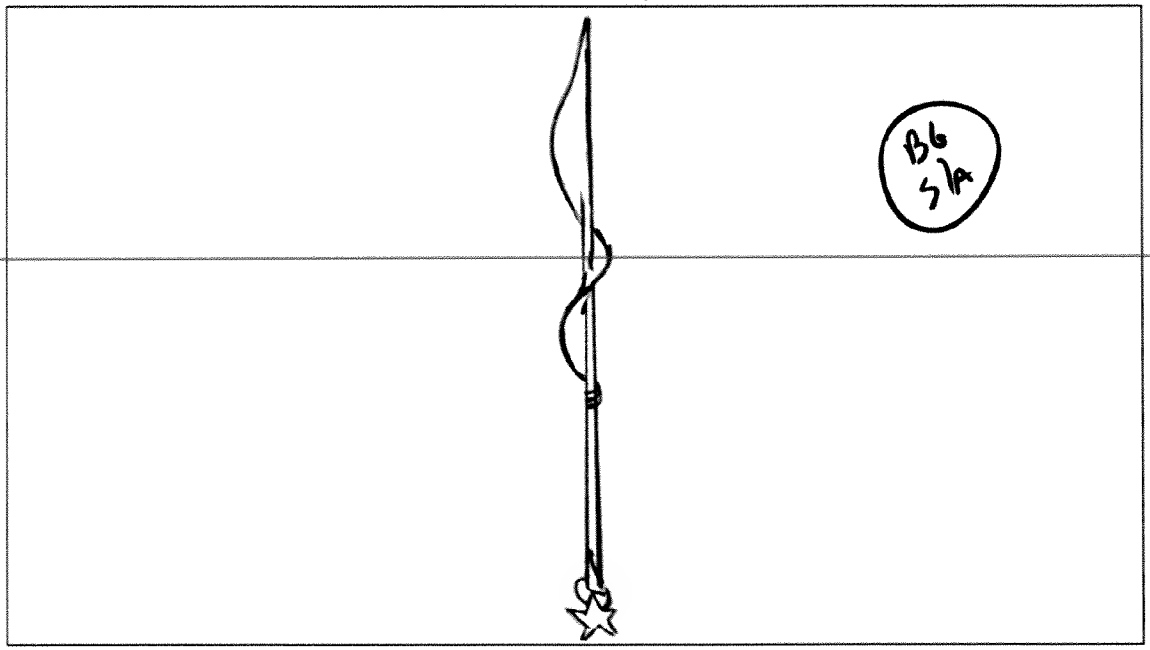
Slugging
ADJ: 0.05
JUN 17 2013

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1020.009

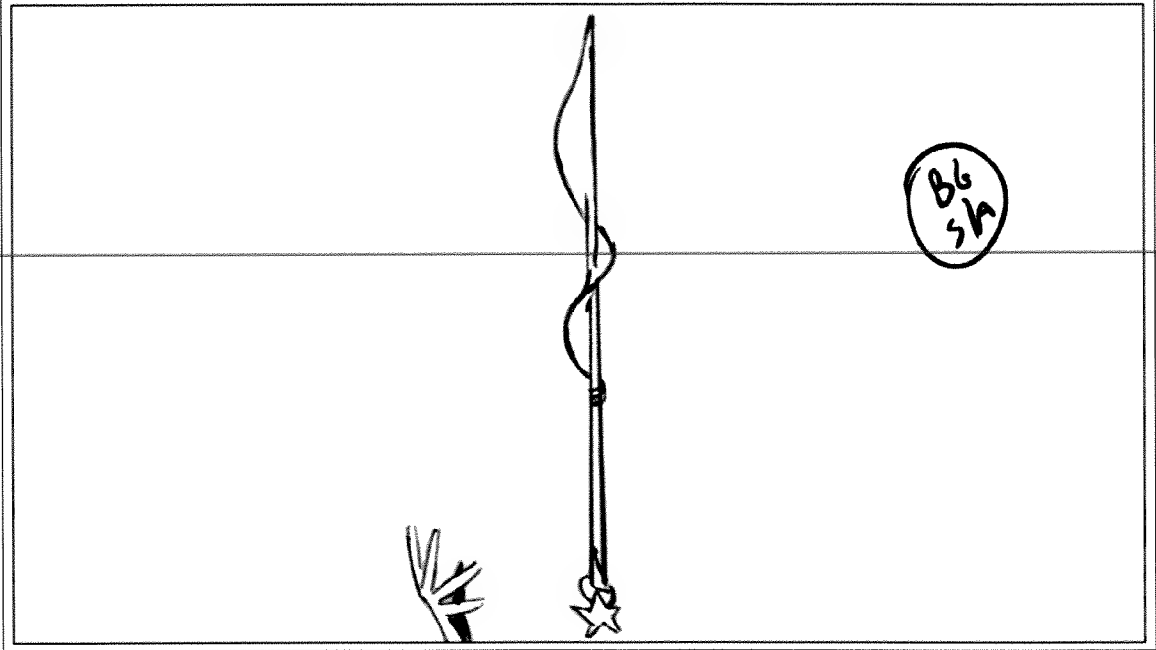
1020.009

Scene 135 Panel 13
CONT



Slugging
ADJ: 0.09

Scene 135 Panel 14
CONT

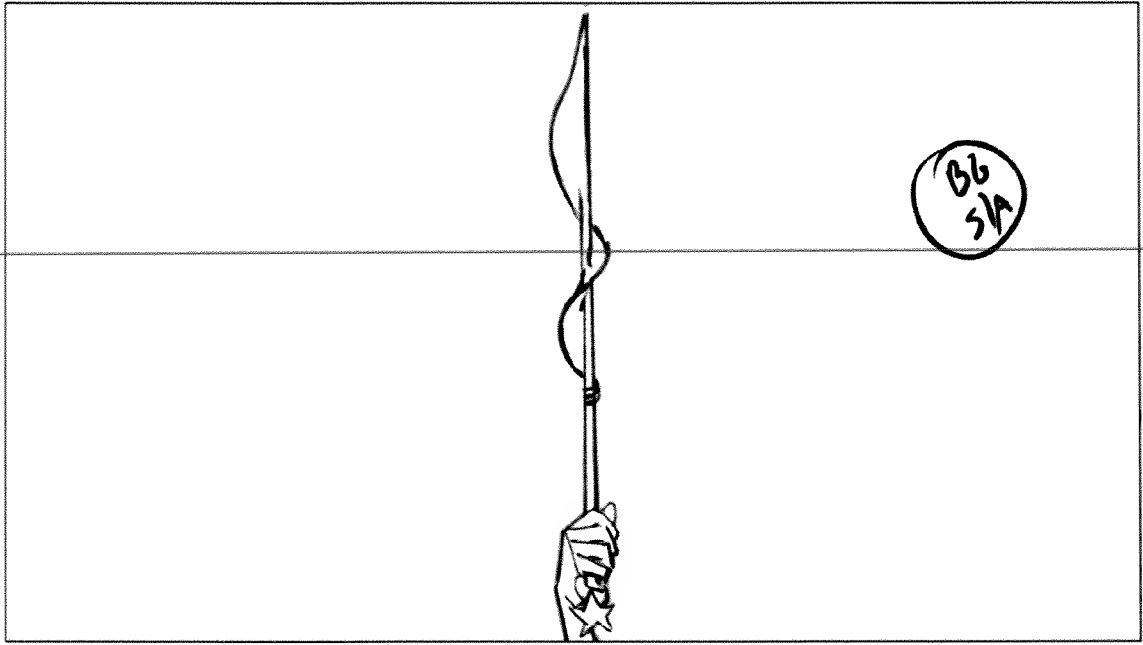


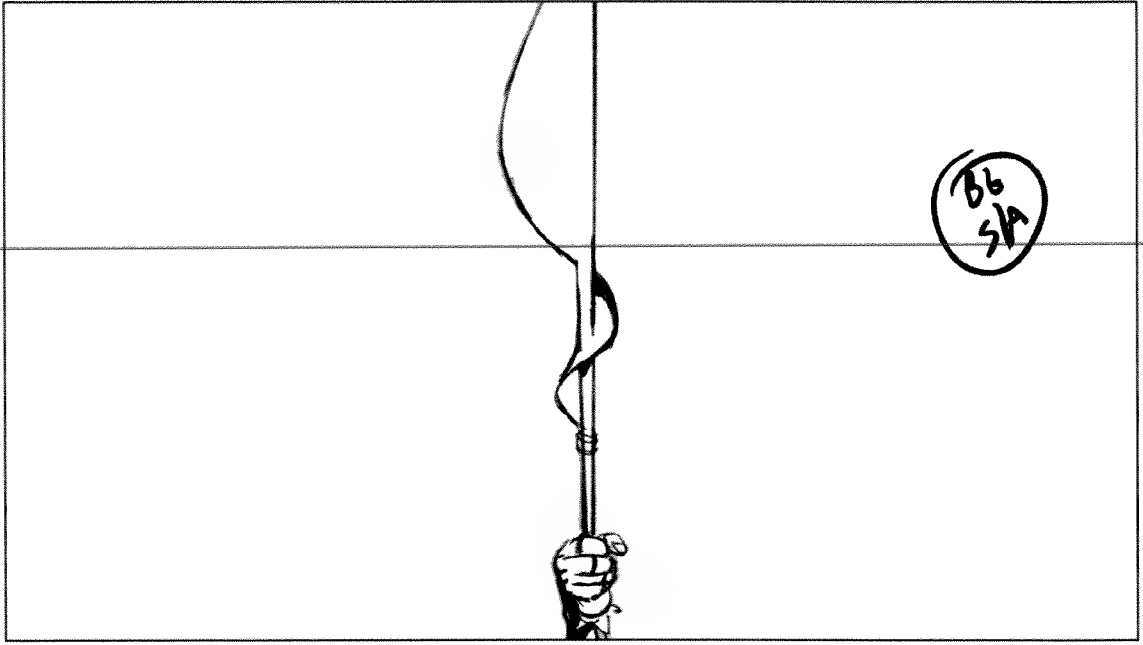
Action Notes
P's hand comes into frame

Slugging
0.03
JUN 17 2013

1020.009

1020.009

Scene	Panel
135	15
<i>cont</i>	
	
<p>Action Notes</p> <p>P's hand grabs spear</p>	
<p>Slugging</p> <p>0.05</p>	

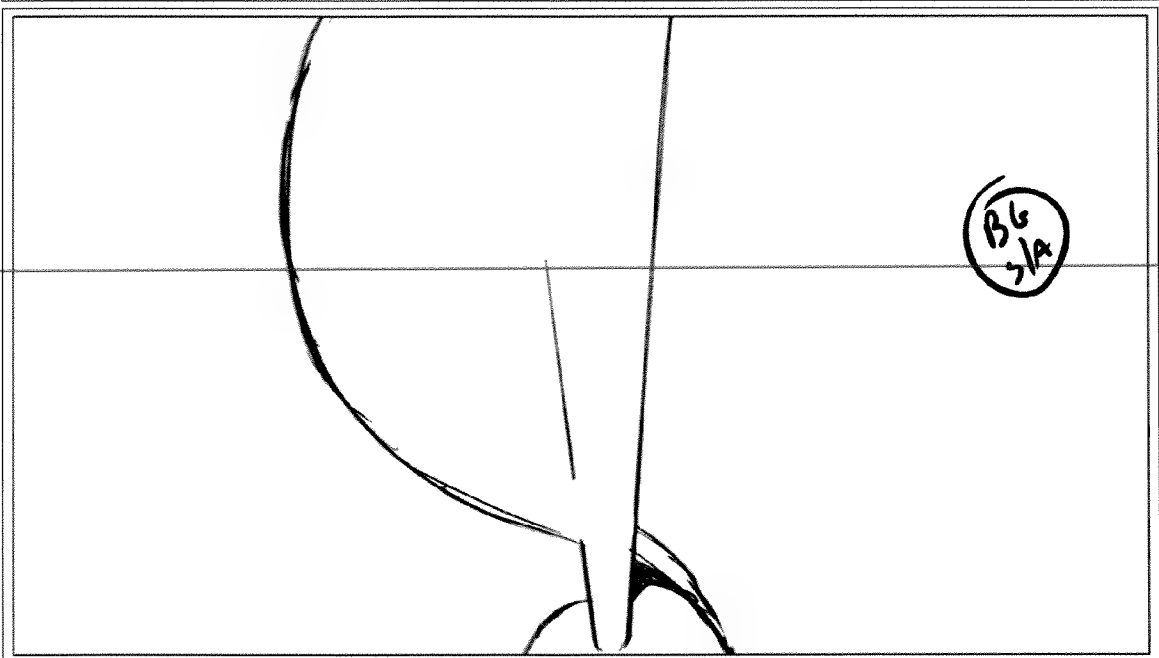
Scene	Panel
135	16
<i>cont</i>	
	
<p>Slugging</p> <p>0.04</p>	
<p>JUN 17 2013</p>	

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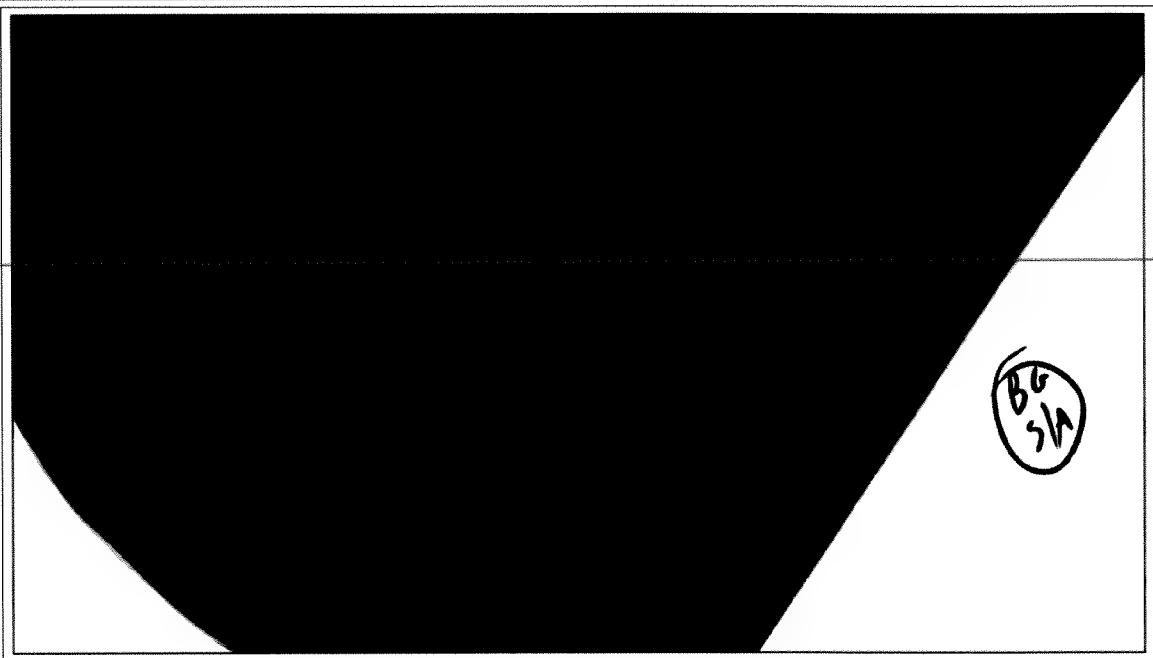
1020.009

Scene	Panel
135	17



Slugging
0.02

Scene	Panel
135	18



Slugging
0.02

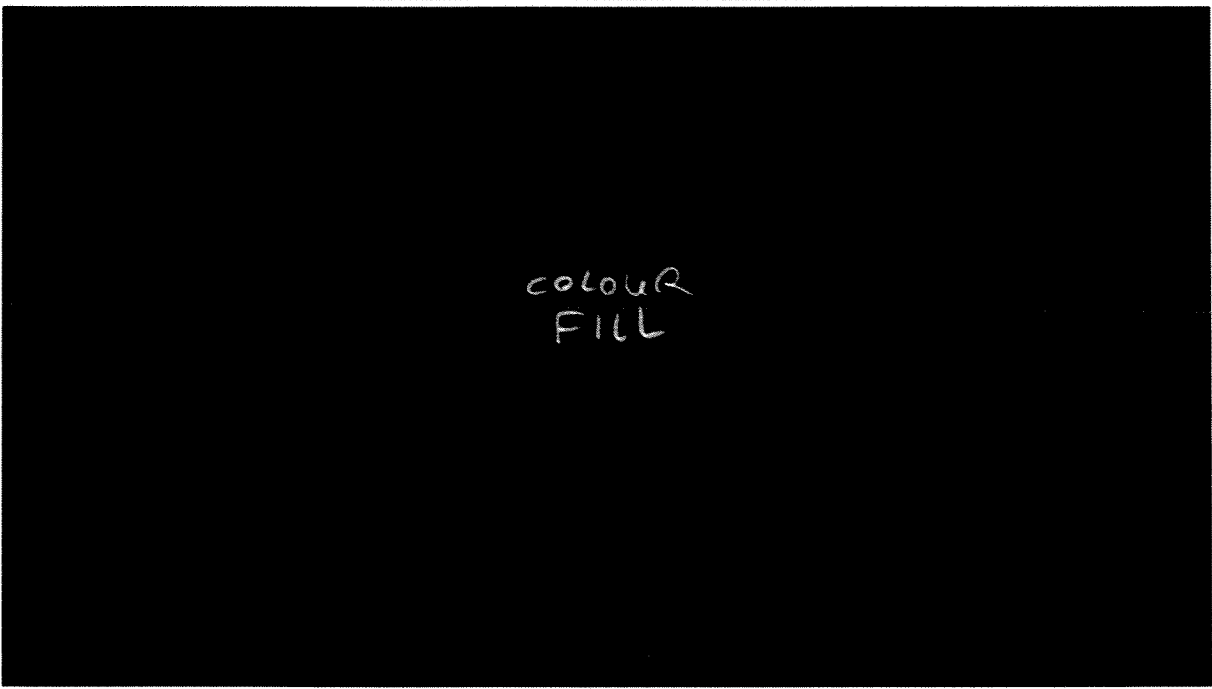
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1020.009

1020.009

Scene 135 Panel 19



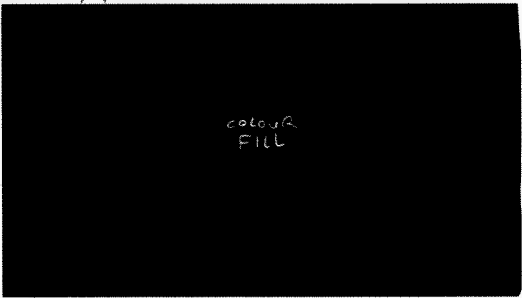
Action Notes
P's spear wipes out camera

Slugging
0.04

Scene 136 Panel 1



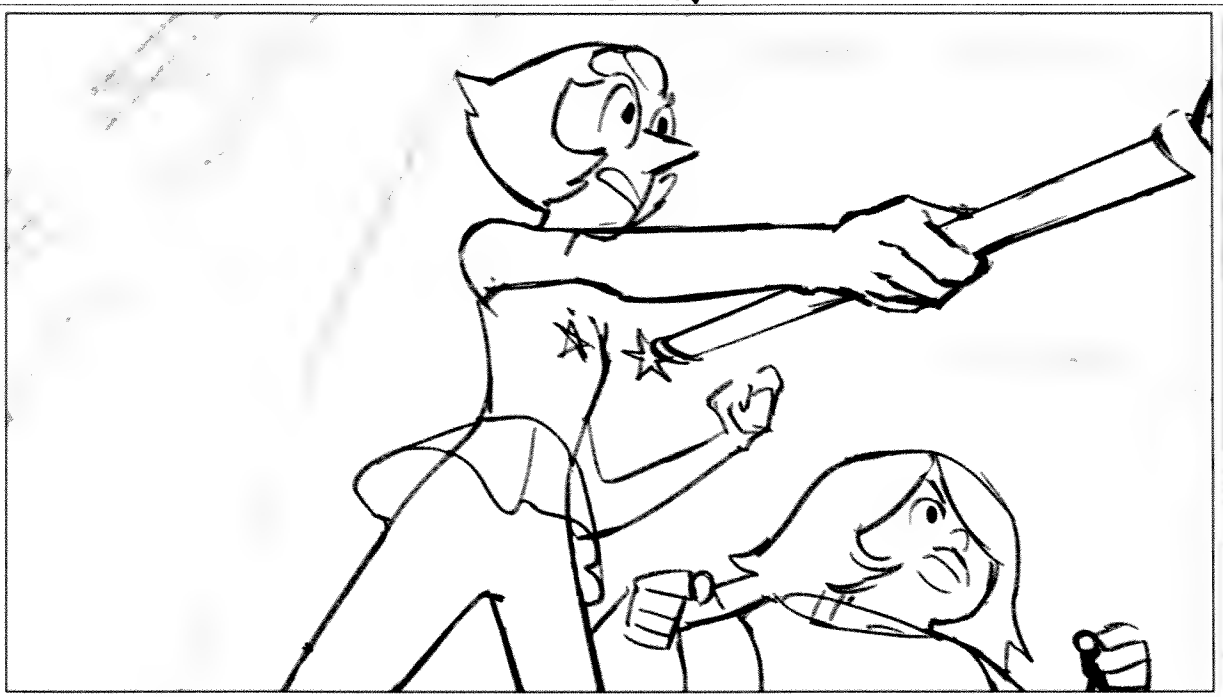
Action Notes
P wipes spear off of camera



1A

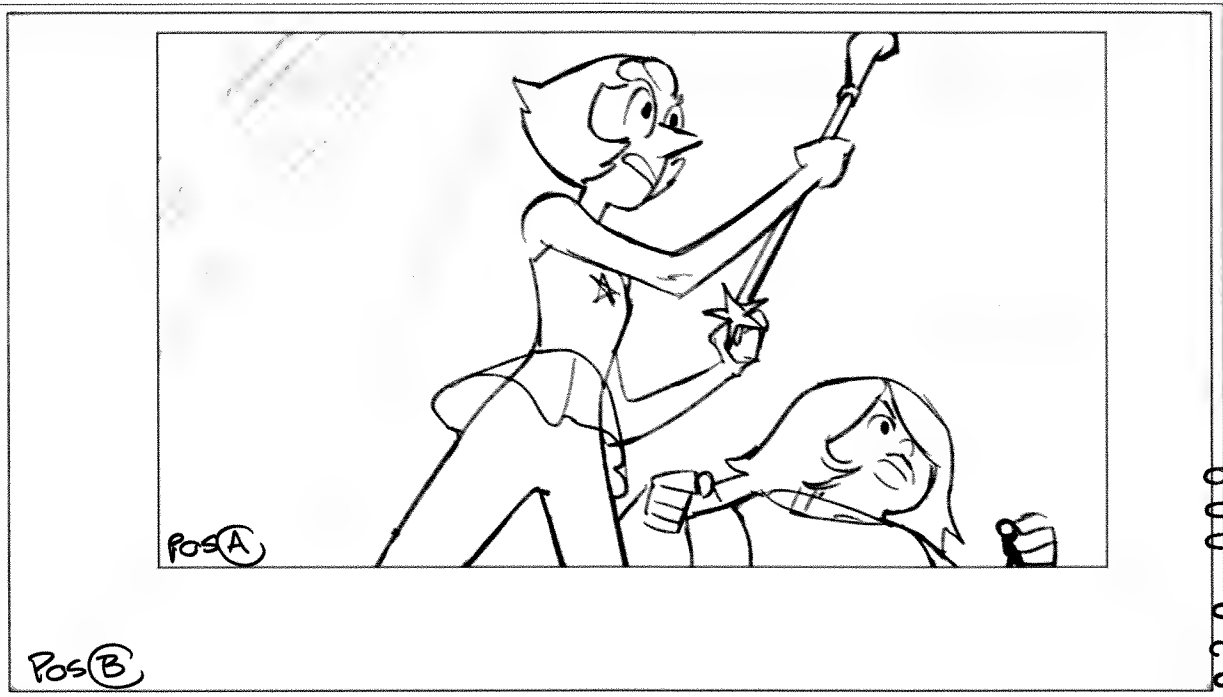
JUN 17 2013

Scene 136 Panel 2
CONT



Slugging
0.05

Scene 136 Panel 3
CONT



Slugging
ADJ: 0.05

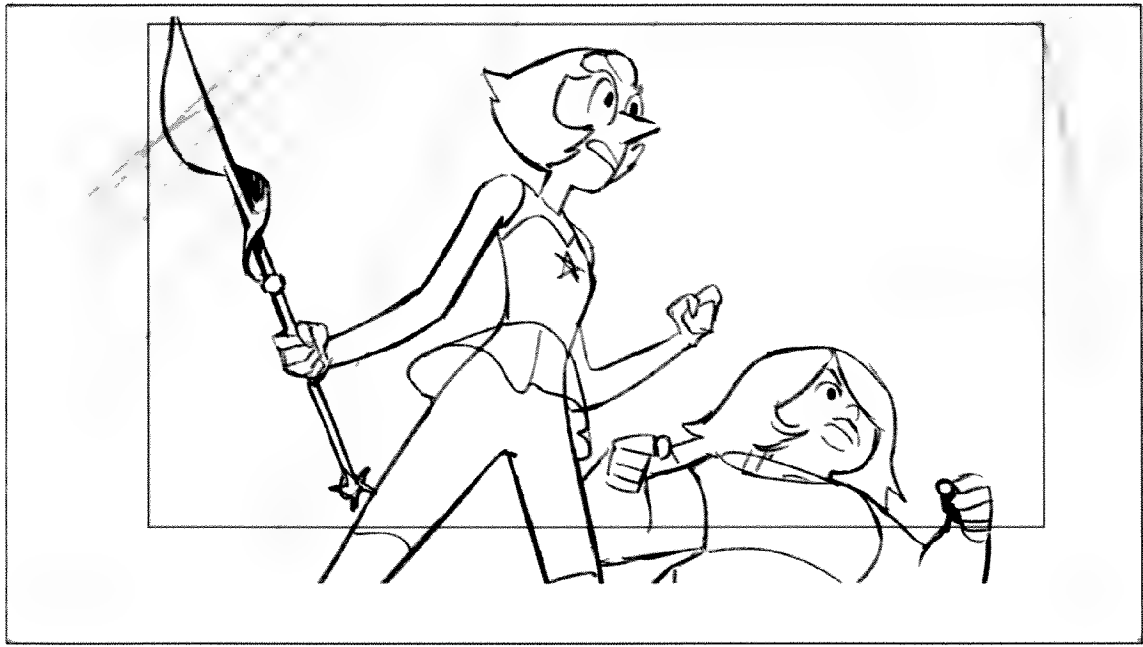
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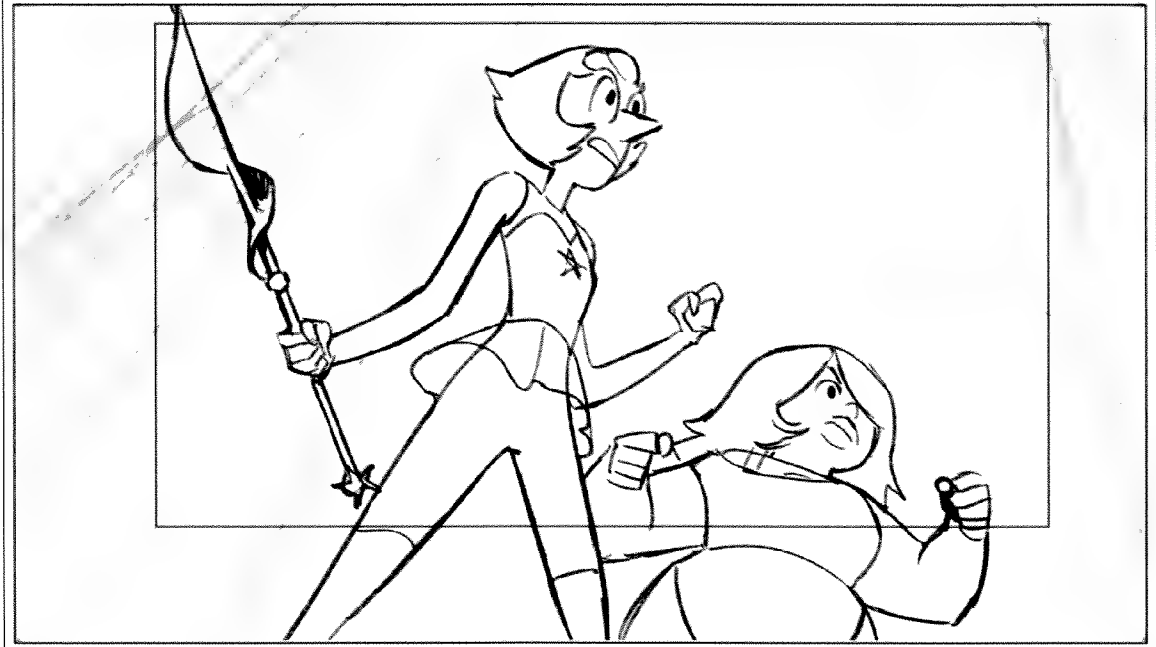
1020.009

Scene 136 Panel 4
CONT



Slugging
ADJ: 0.09

Scene 136 Panel 5
CONT



Slugging
ADJ: 0.09

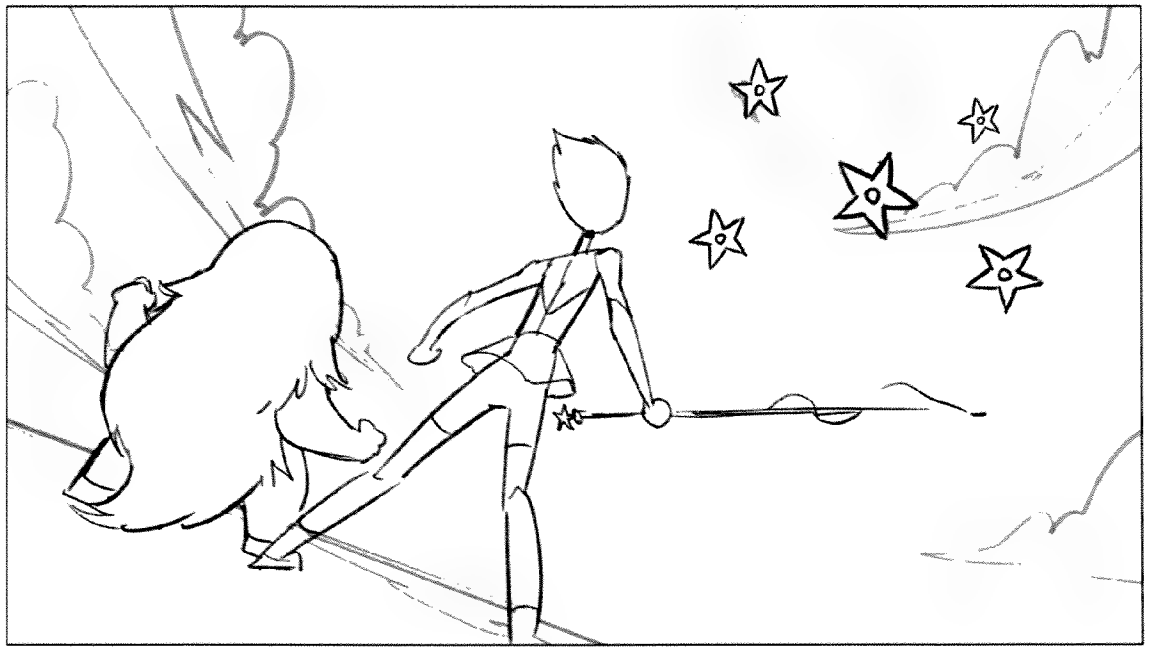
JUN 17 2013

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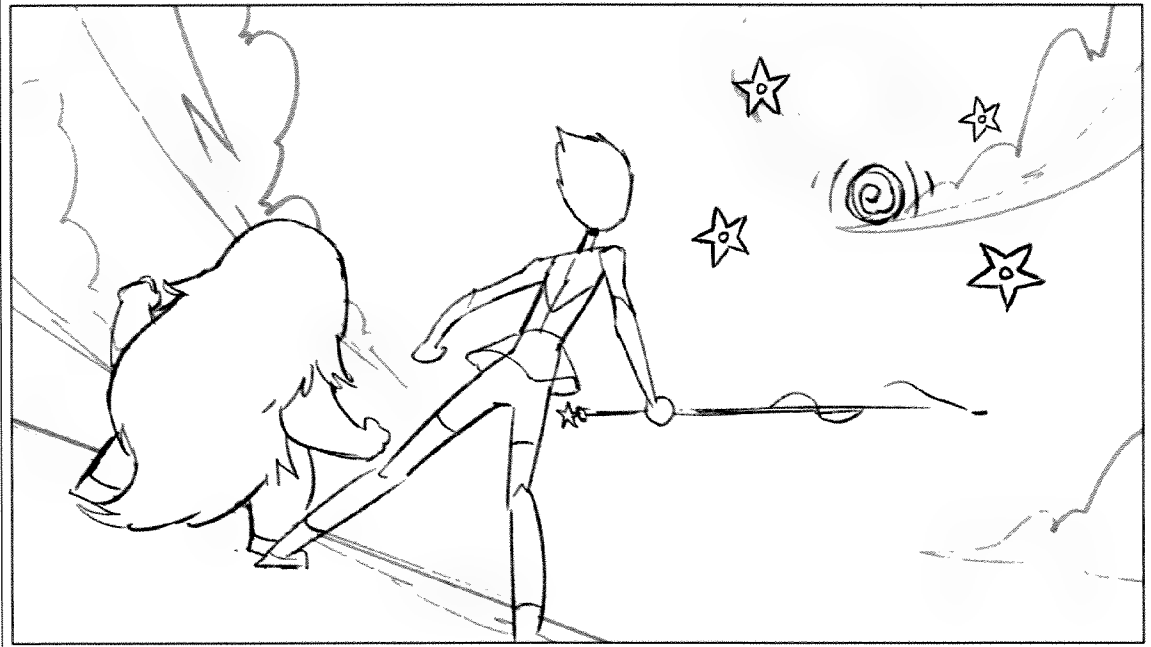
1020.009

Scene	Panel
137	1



Slugging
0.05

Scene	Panel
137	2



Action Notes
midddle star turns into a spike

Slugging
0.05

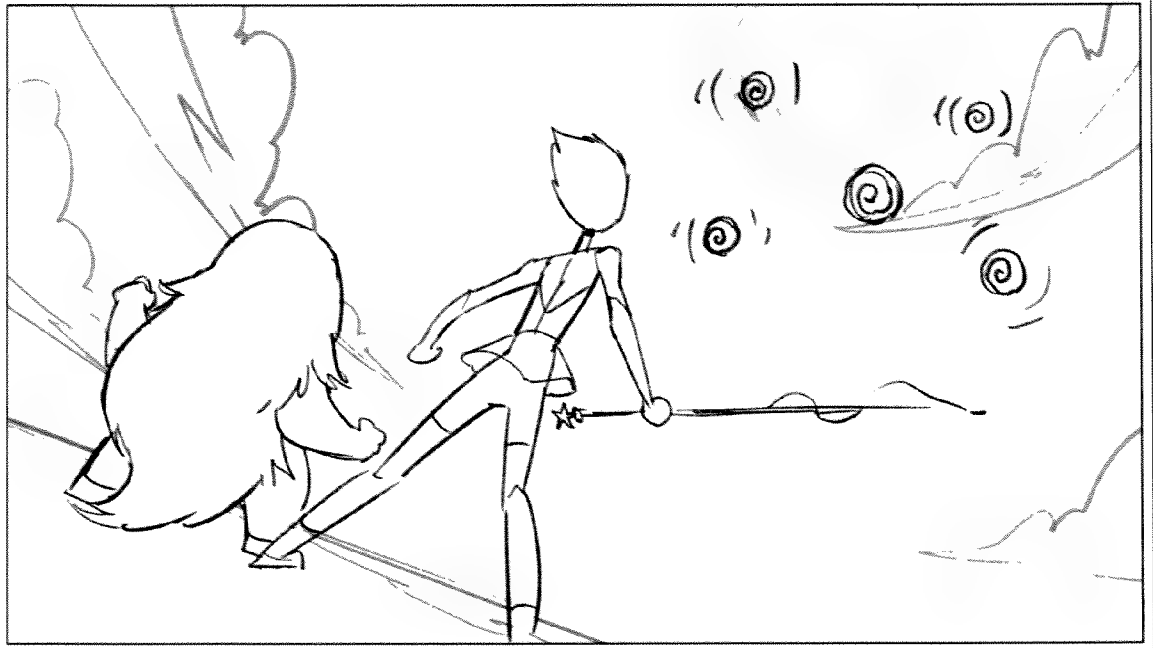
JUN 17 2013

1020.009

1020.009

1020.009

Scene	Panel
137	cont 3



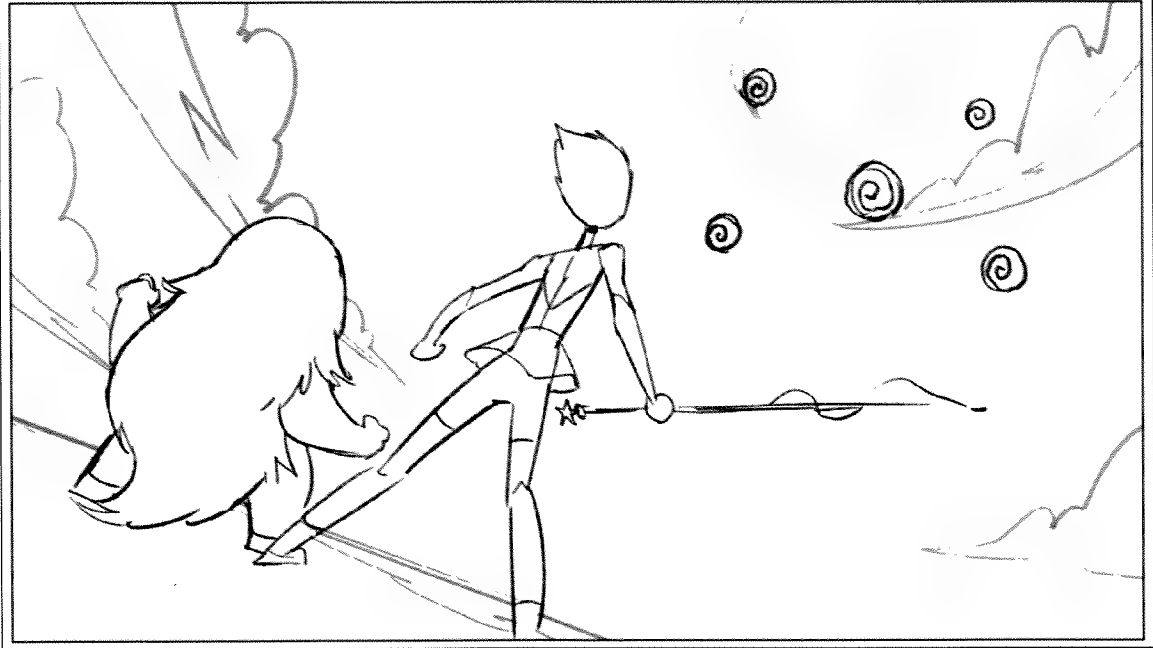
Action Notes

outer four stars turn into spikes

Slugging

0.05

Scene	Panel
137	cont 4



Slugging

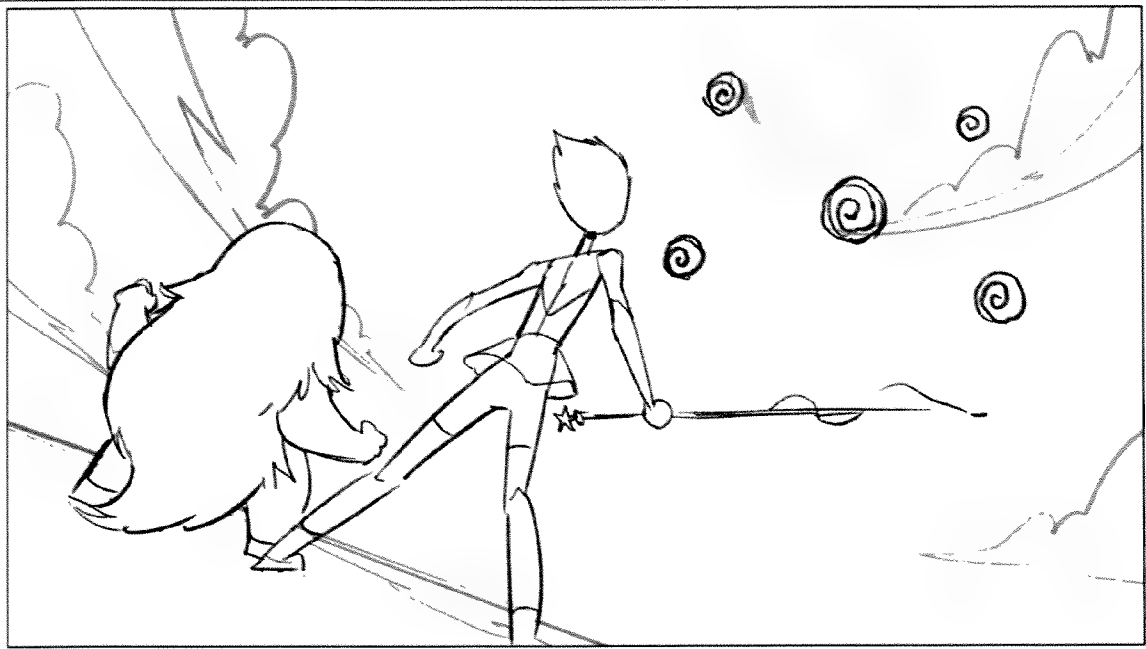
0.05

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1020.009

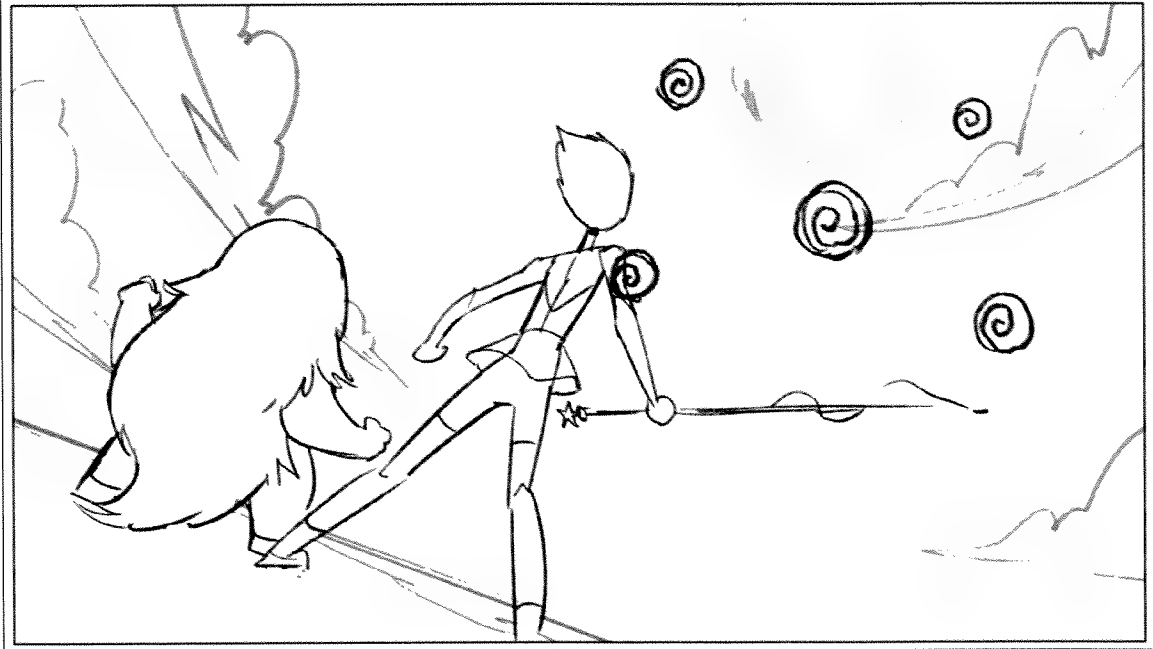
1020.009

Scene 137 Panel 5
CONT



Slugging
0.05

Scene 137 Panel 6
CONT



Action Notes
spikes fly towards A and P

Slugging
0.05

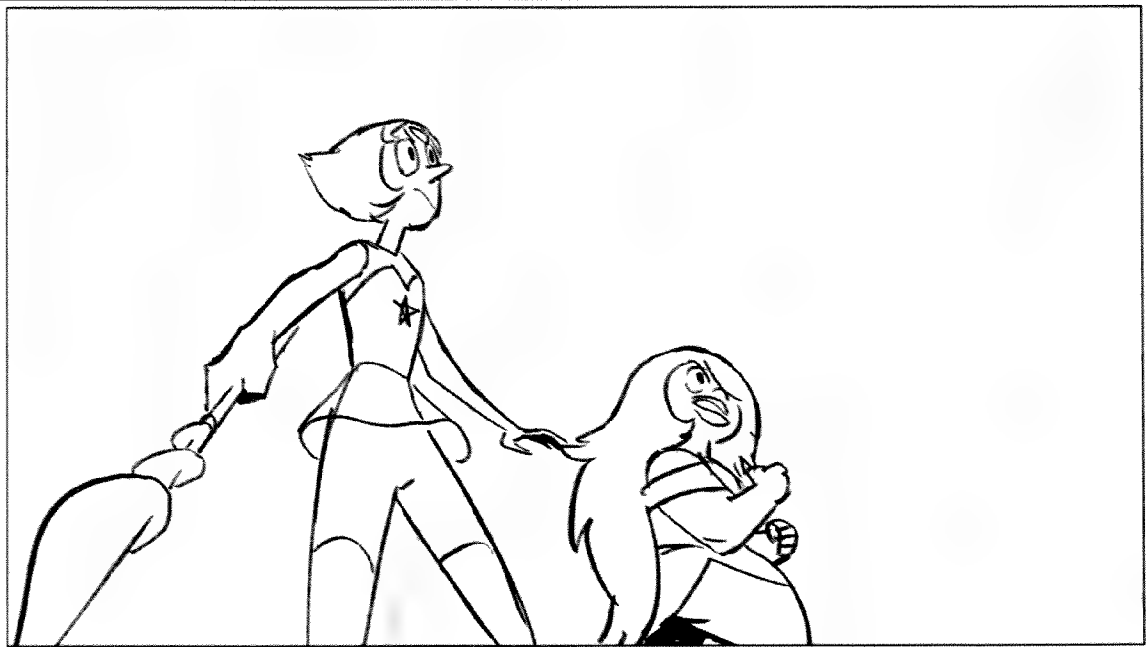
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1020.009

1020.009

Scene	Panel
138	1



Slugging
0.12

Scene	Panel
138	2



Action Notes
P tries to swat at the spikes with her spear
A tries to punch at spikes

Slugging
0.10

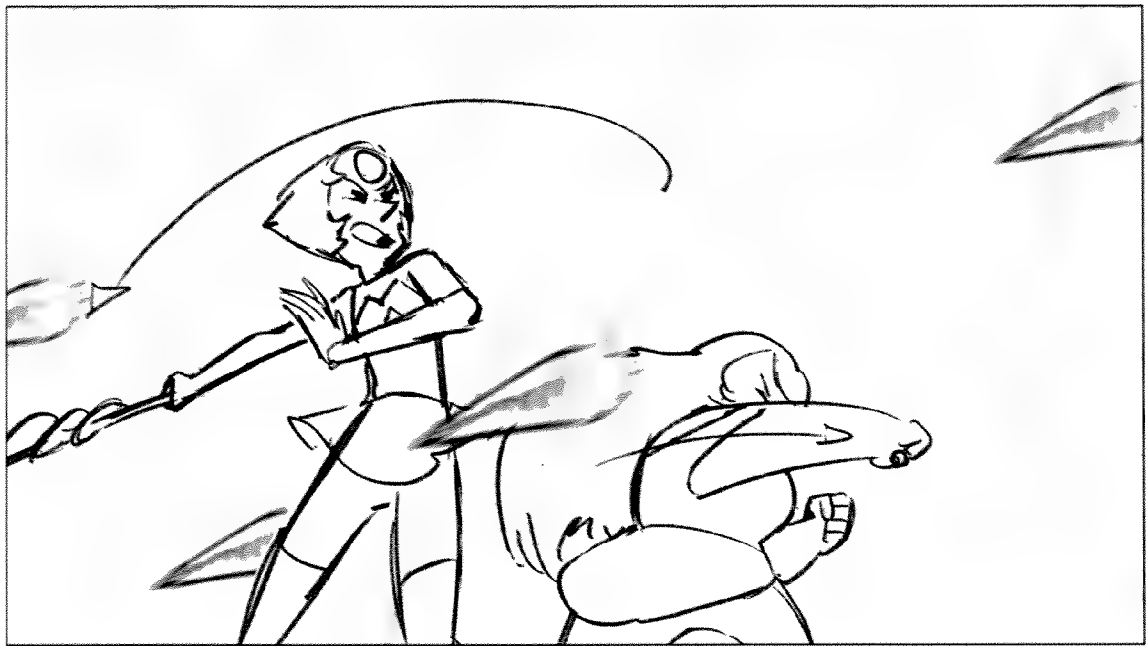
JUN 17 2013

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1020.009

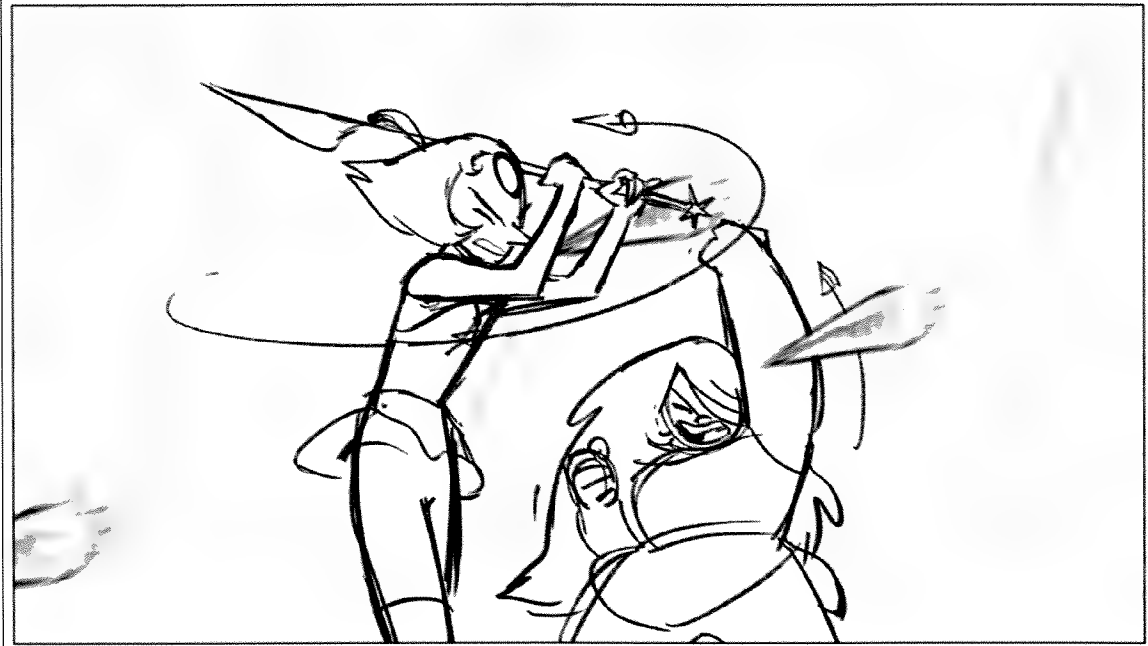
1020.009

Scene	Panel
138	CONT 3



Slugging
0.11

Scene	Panel
138	CONT 4



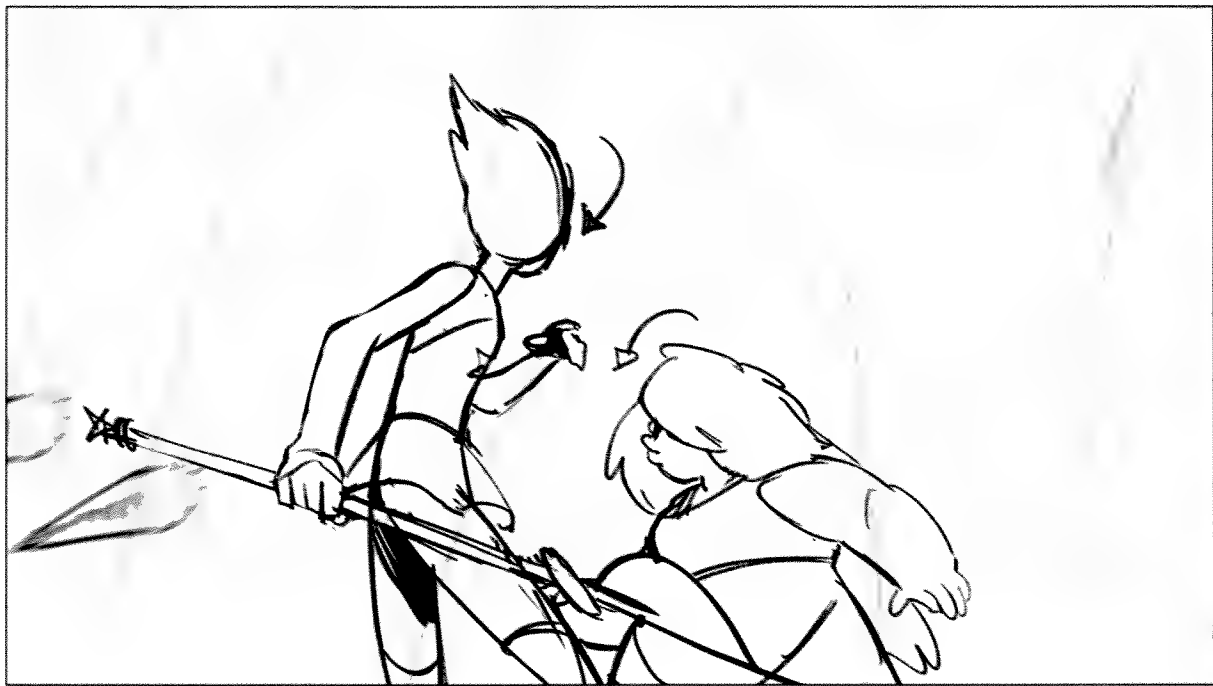
Slugging
0.11

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Scene 138 *CONT* Panel 5



Slugging
0.11

Scene 138 *CONT* Panel 6



Action Notes
Stars shoot out of the ground in the fg

Slugging
0.05

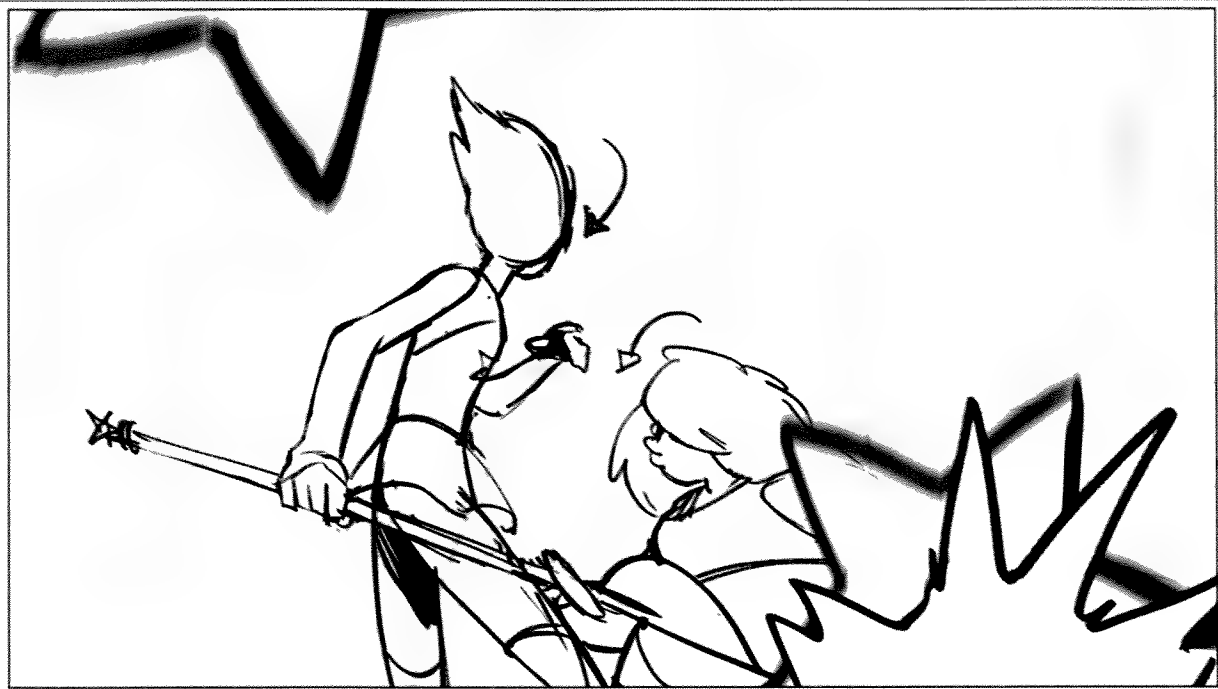
JUN 17 2013

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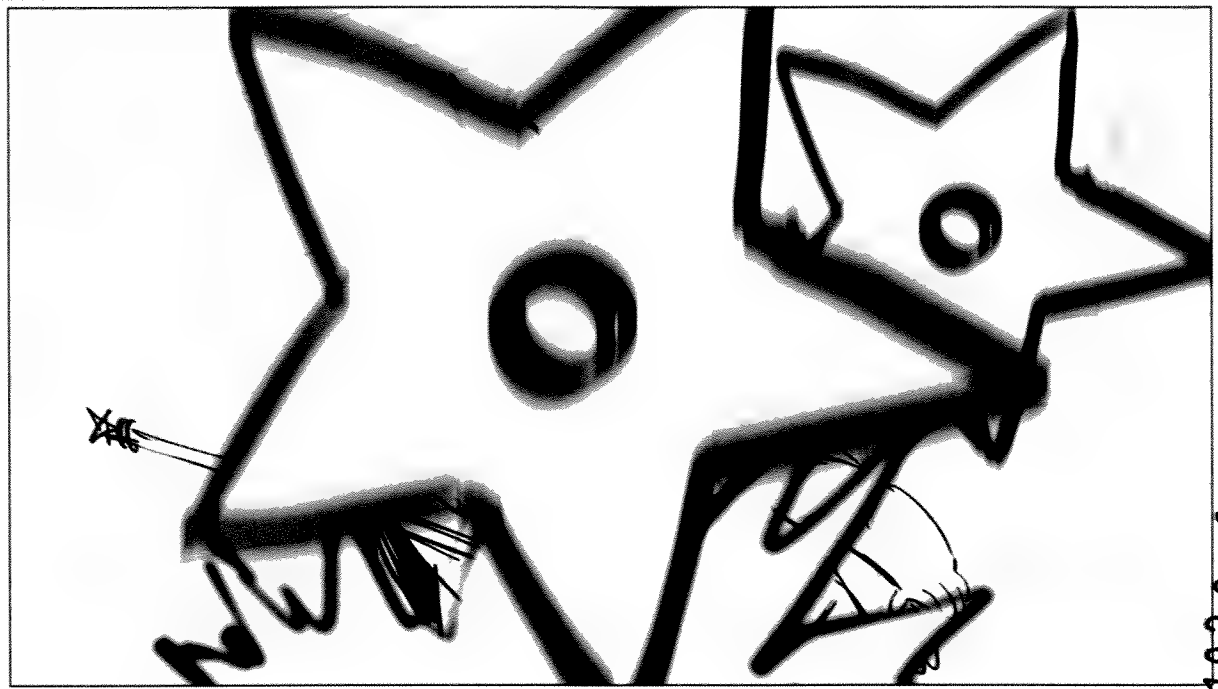
1020-009

Scene 138 cont Panel 7



Slugging
0.05

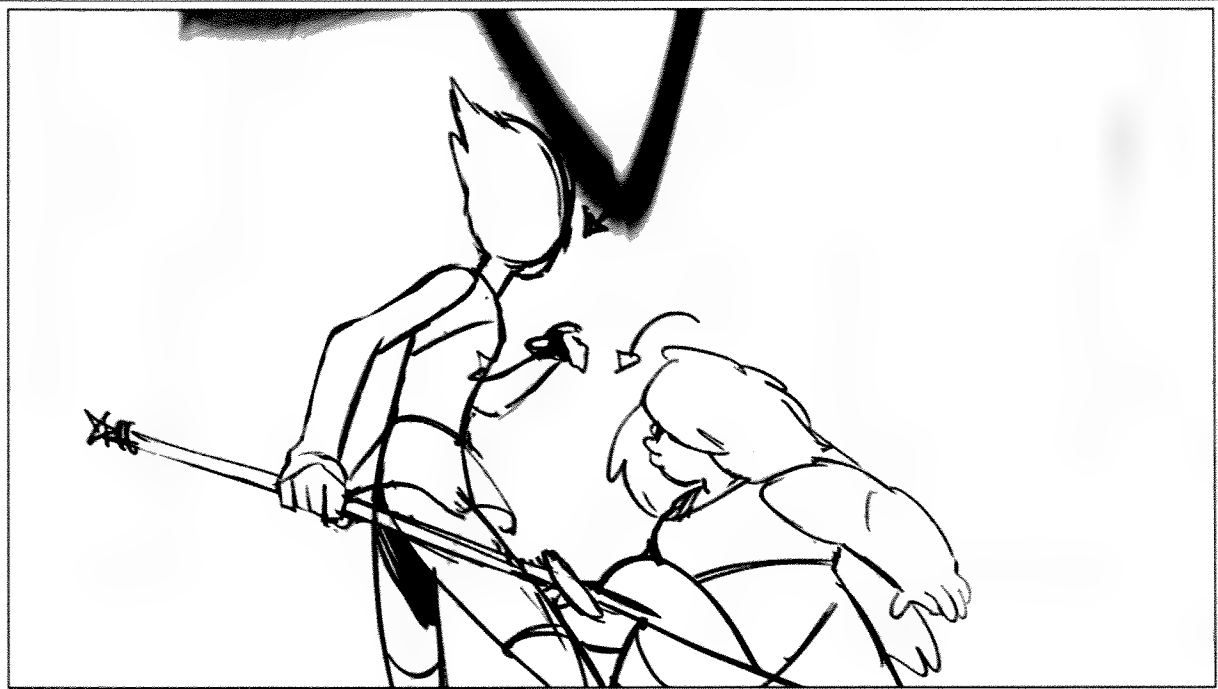
Scene 138 cont Panel 8



Slugging
0.05

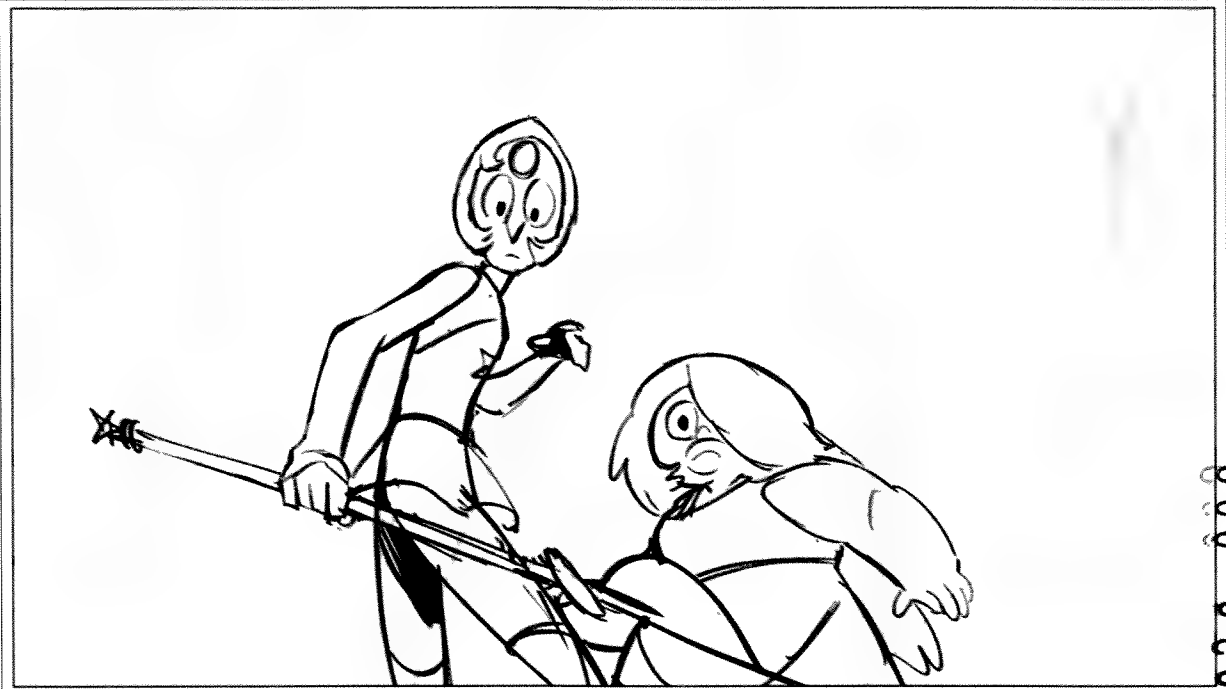
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Scene 138 CONT Panel 9



Slugging
0.05

Scene 138 CONT Panel 10



Slugging
0.12

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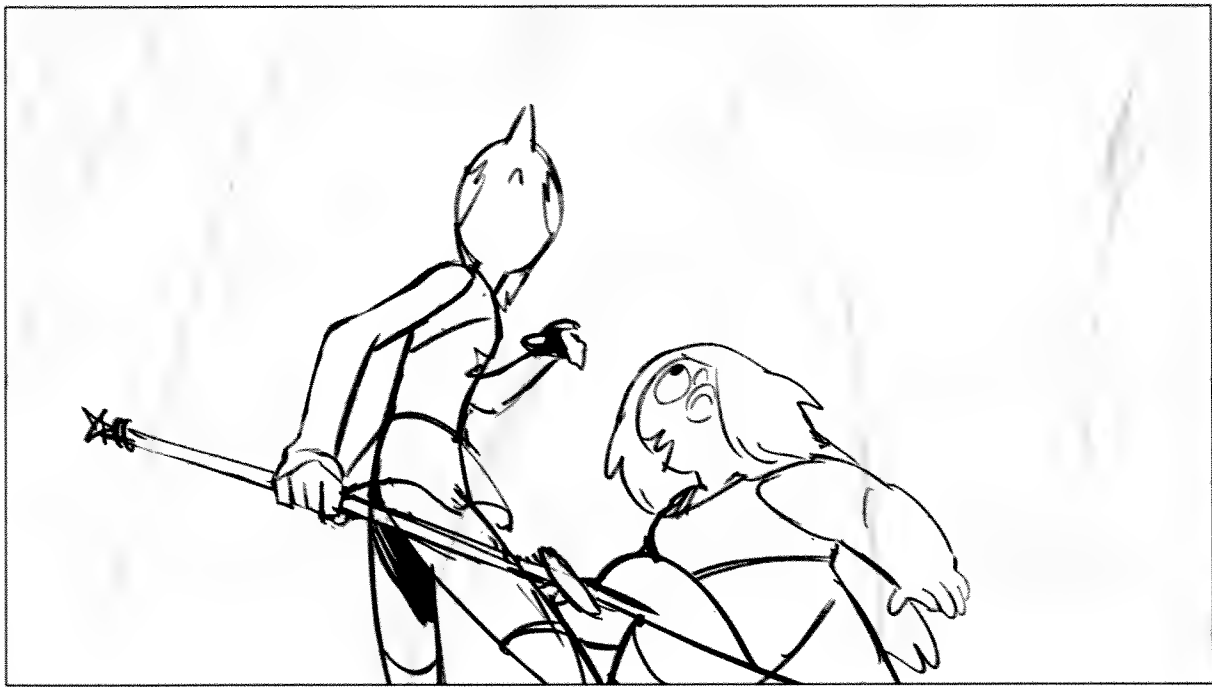
1020.009

1020.009

1020.009

NO SC
139

Scene 138 CONT Panel 11



Slugging
0.10

Scene 140 Panel 1



Action Notes
A and P looking at stars in air

Slugging
ADJ: 2.01

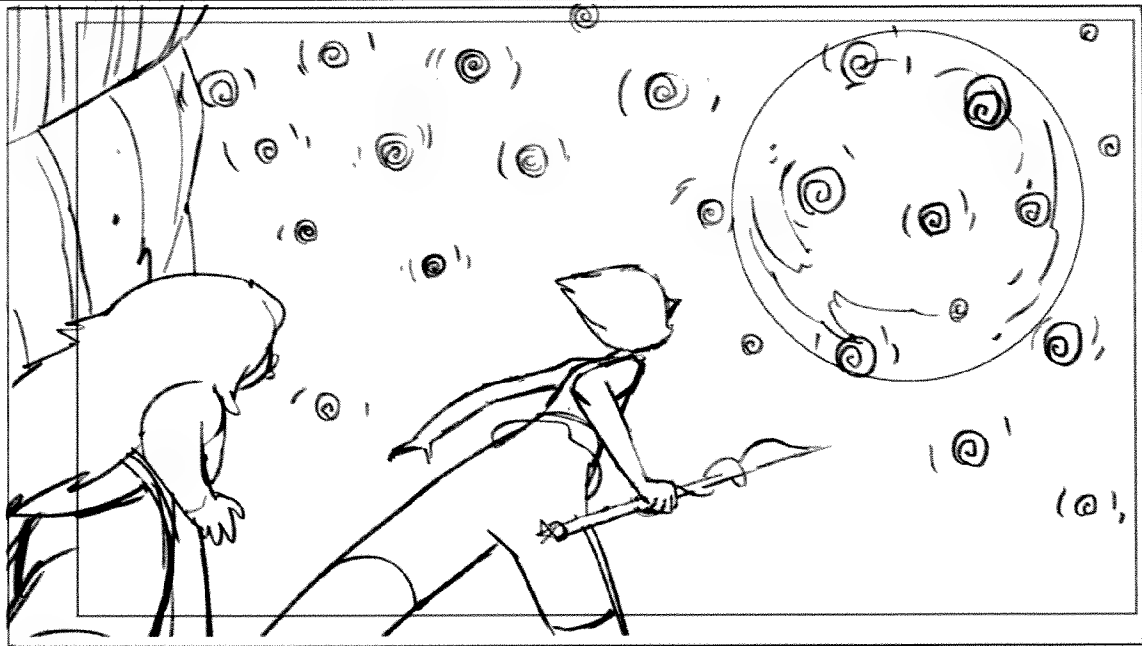
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1020-009

1020-009

Scene	Panel
140	CONT 2



Action Notes
Stars in the air turn into spikes

Slugging
ADJ: 0.15

Scene	Panel
141	1



Slugging
1.00

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1020.009

Scene	Panel
141	CONT 2

Action Notes
A and P run out as Spikes rain down on them

Slugging
0.05

Scene	Panel
141	CONT 3

Slugging
0.05

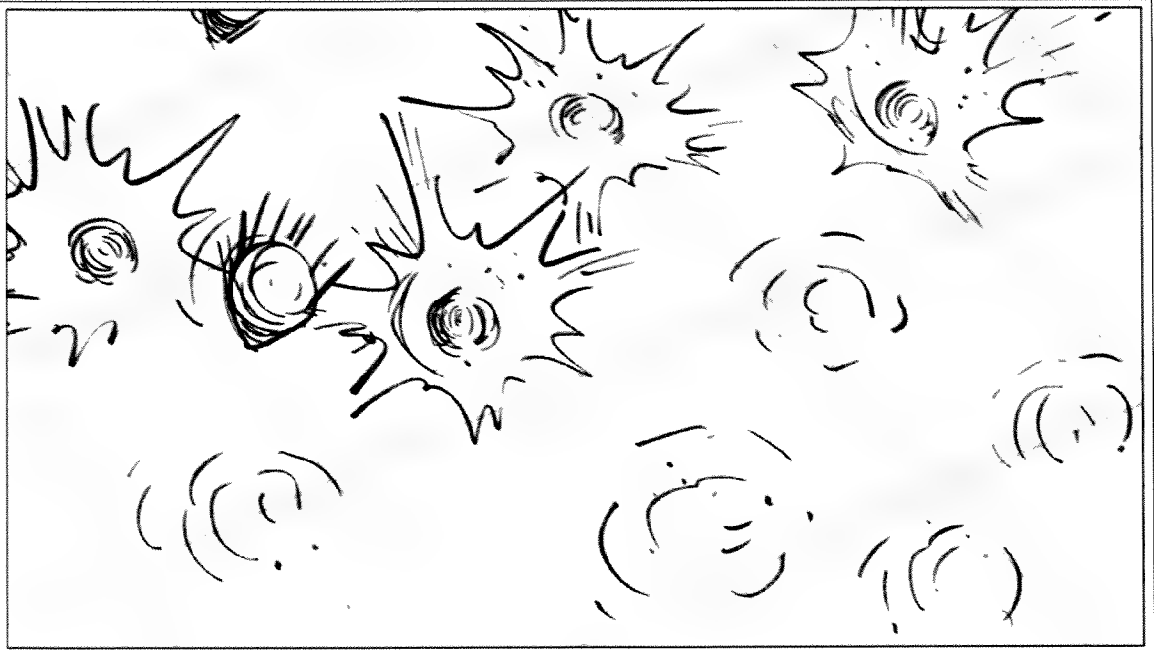
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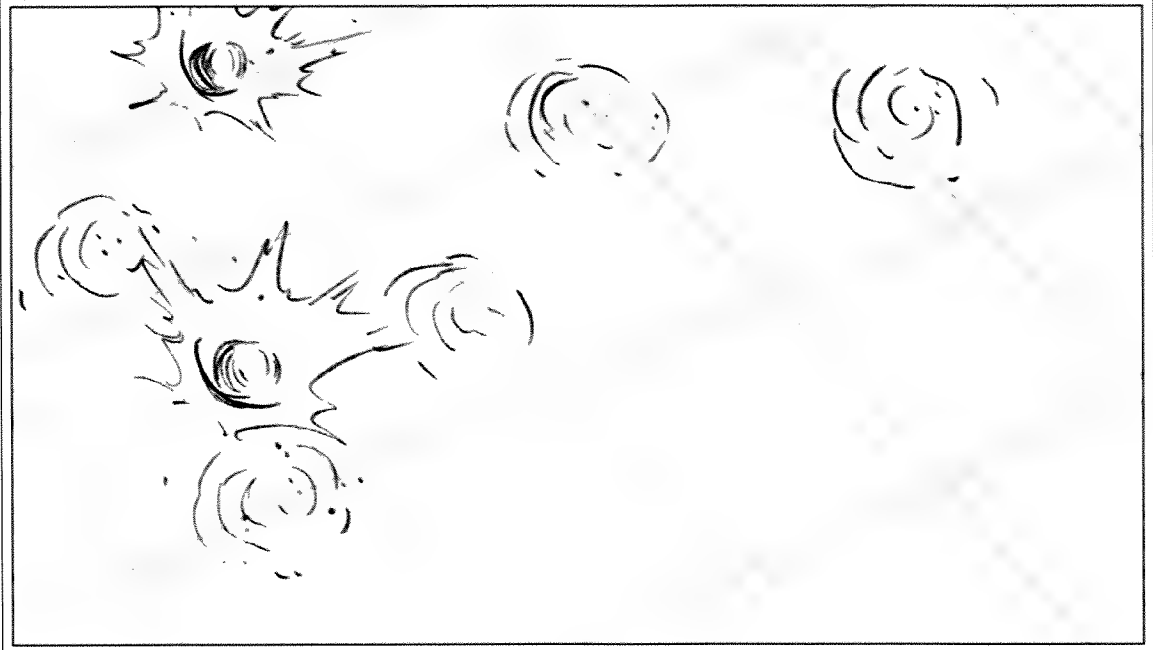
1020-009

Scene	Panel
141	CONT 4



Slugging
0.05

Scene	Panel
141	CONT 5



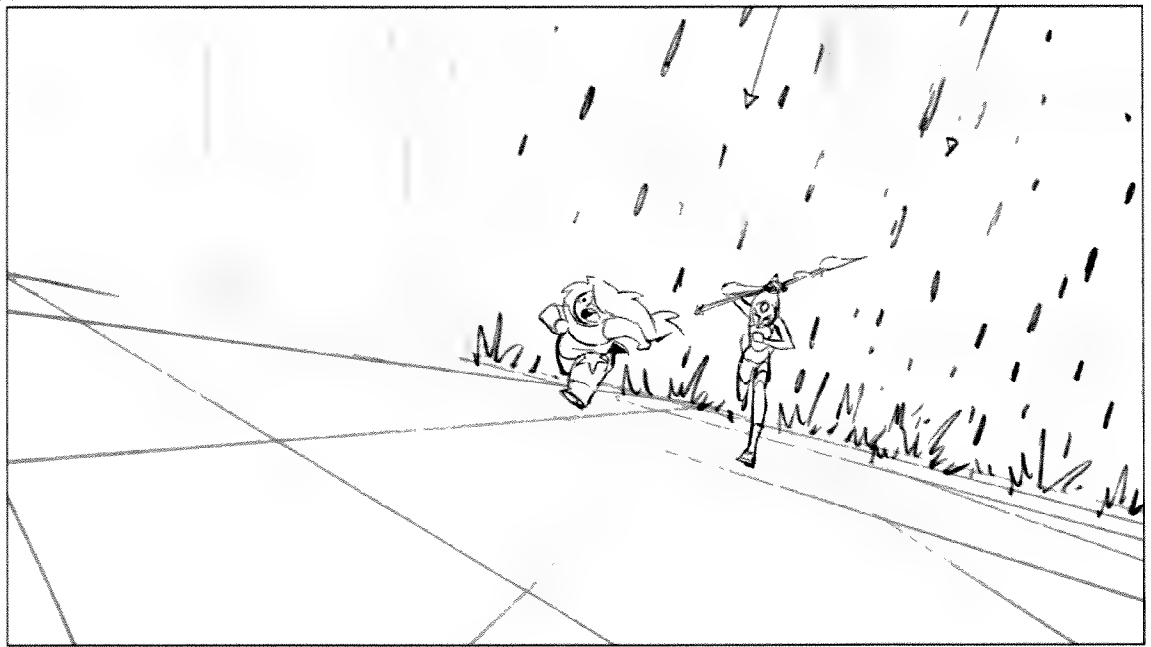
Slugging
0.05

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Scene	Panel
142	1



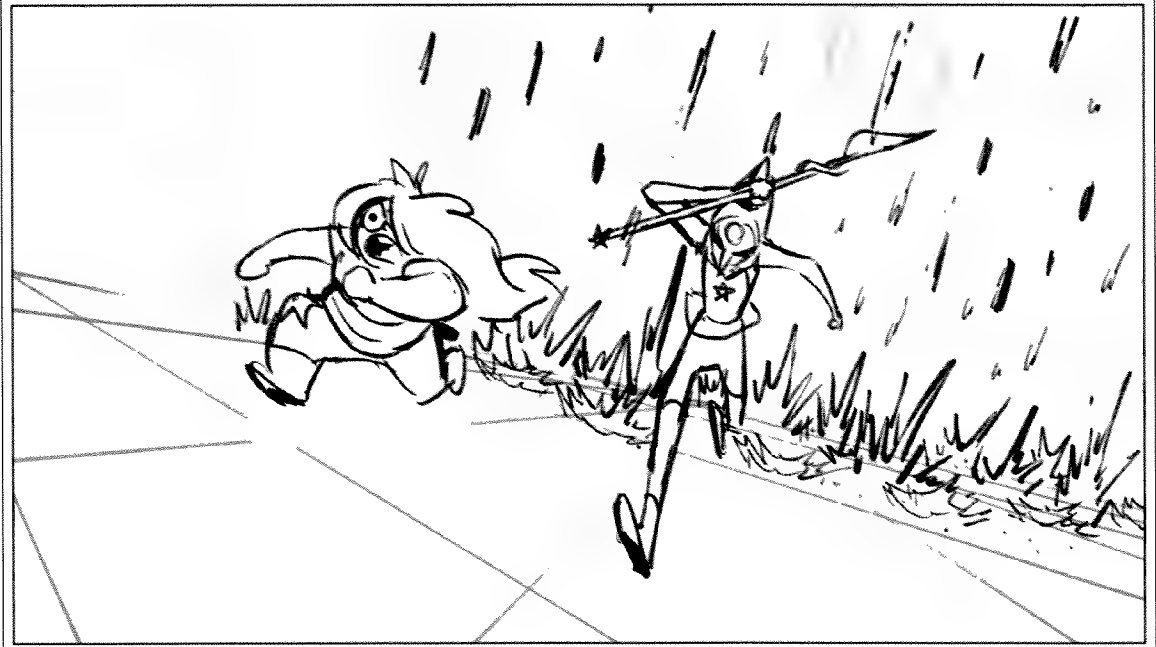
Action Notes

A and P running towards camera as spikes rain down behind them

Slugging

0.09

Scene	Panel
142	2



Slugging

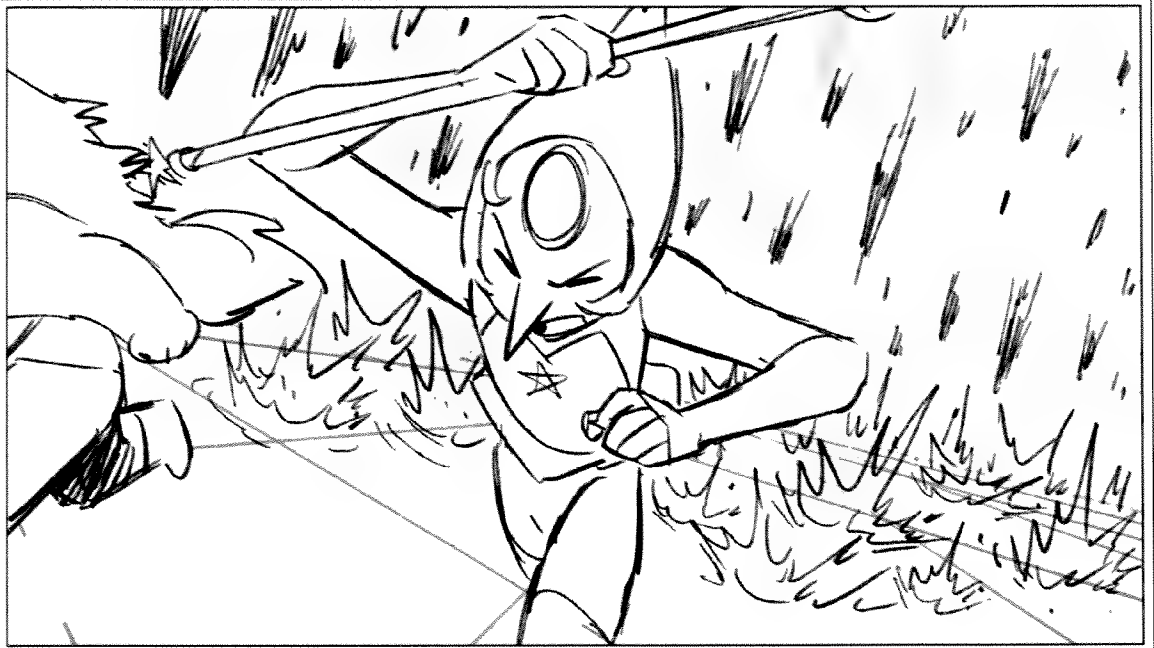
0.09

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Scene	Panel
142	CONT 3



Slugging
0.09

Scene	Panel
142	CONT 4



Slugging
0.09

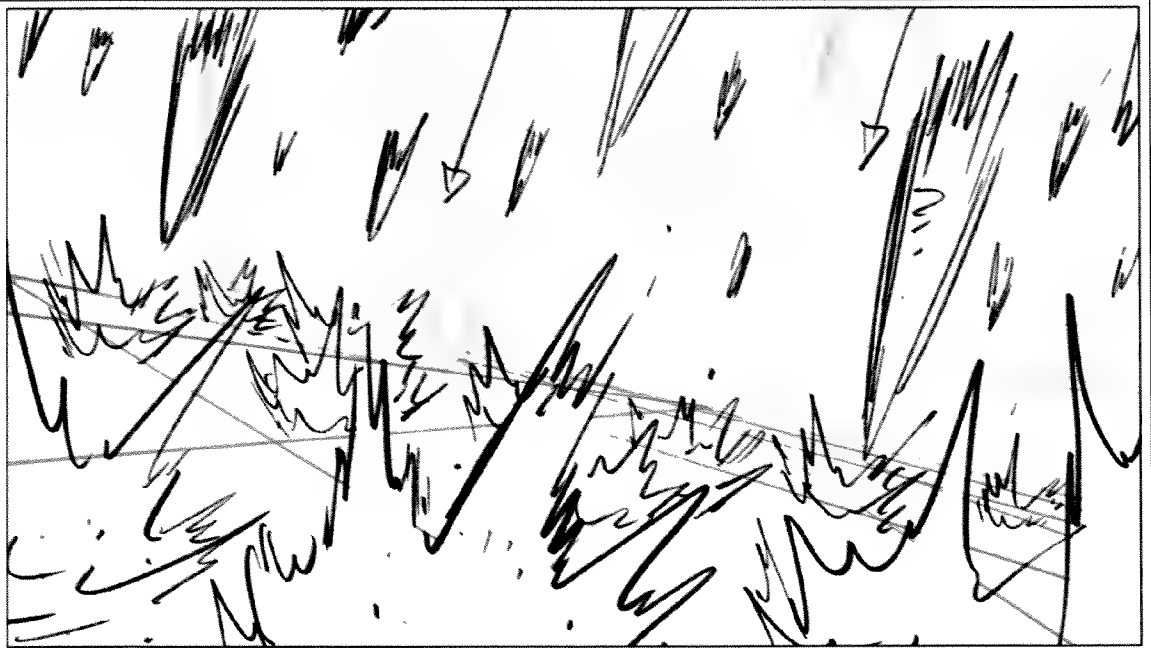
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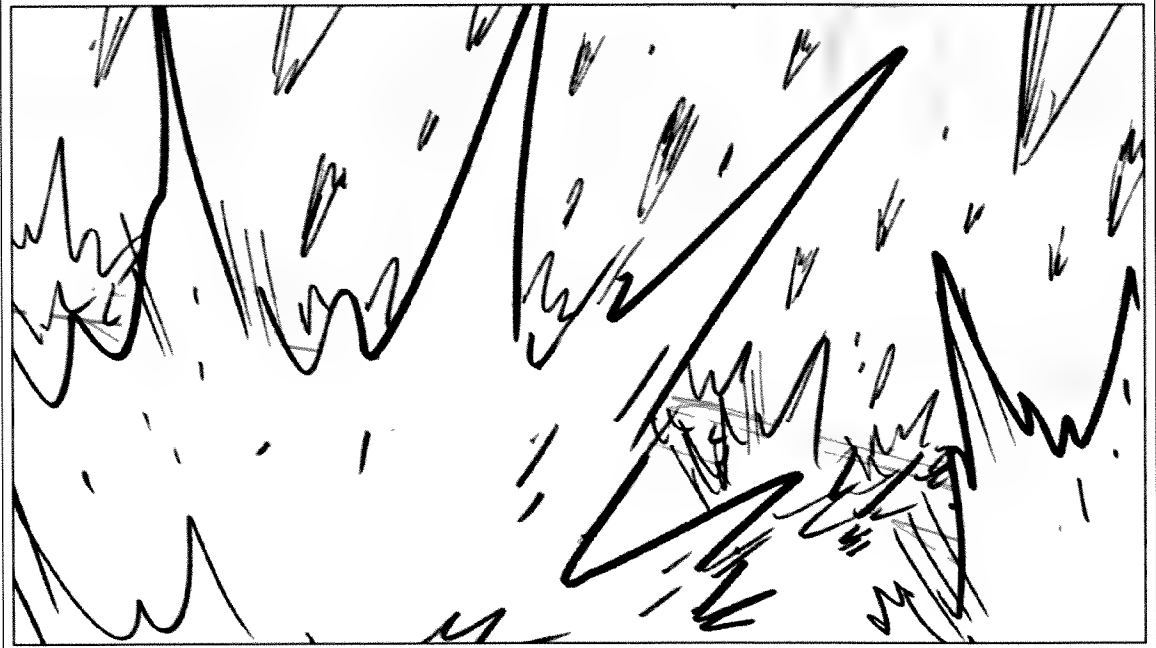
1020.009

Scene	Panel
142	CONT
	5



Slugging
0.09

Scene	Panel
142	CONT
	6



Slugging
0.09

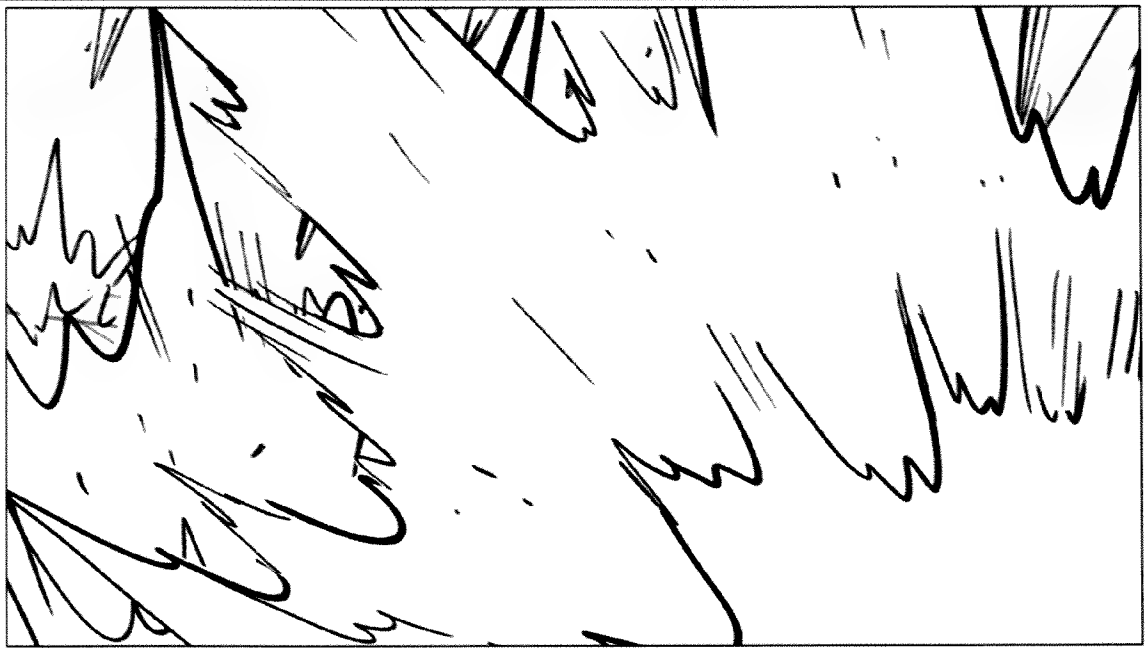
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1020.009

Scene	Panel
142	CONT7



Slugging
0.08

Scene	Panel
143	1



Slugging
0.08

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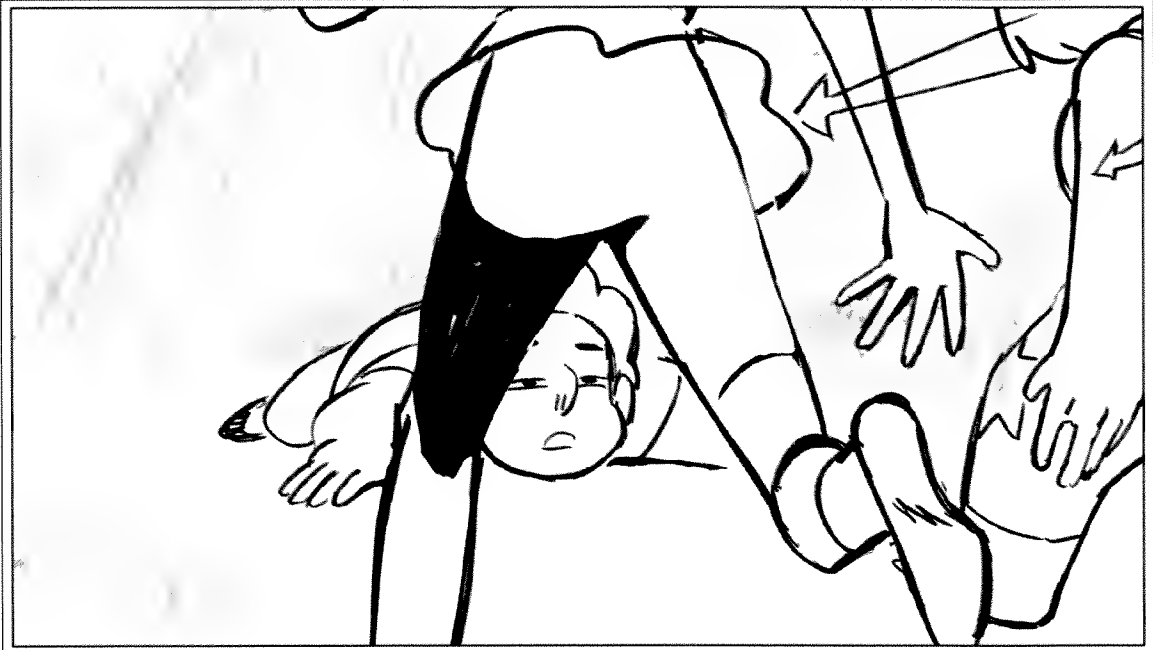
1020.009

Scene 143 Panel 2
CONT



Slugging
0.10

Scene 143 Panel 3
CONT



Slugging
0.09


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1020.009

1020.009

Scene	Panel
143	CONT 4



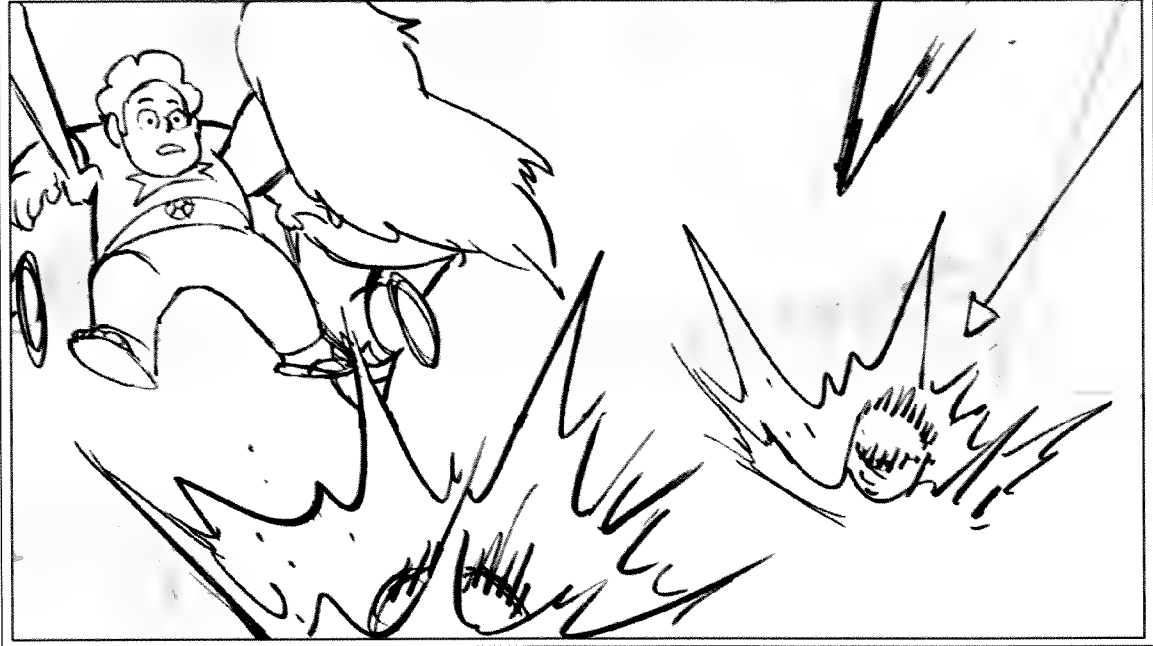
Action Notes

A and P grab S while running by

Slugging

0.09

Scene	Panel
143	CONT 5



Action Notes

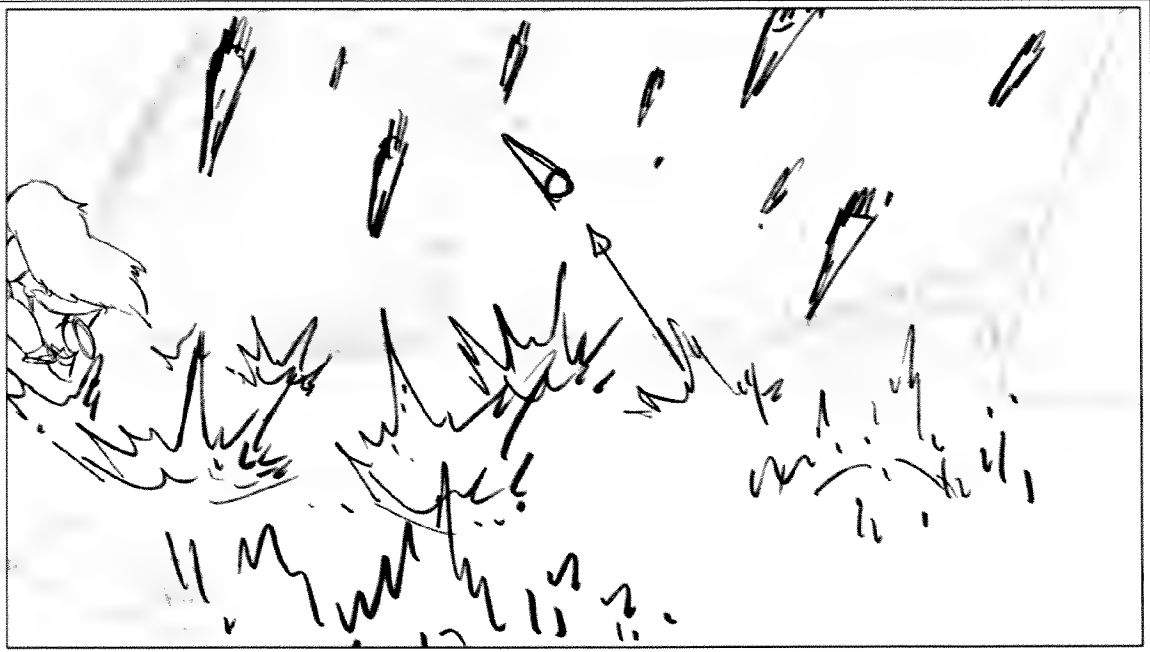
spikes raining down as A,P and S run away

Slugging

0.09

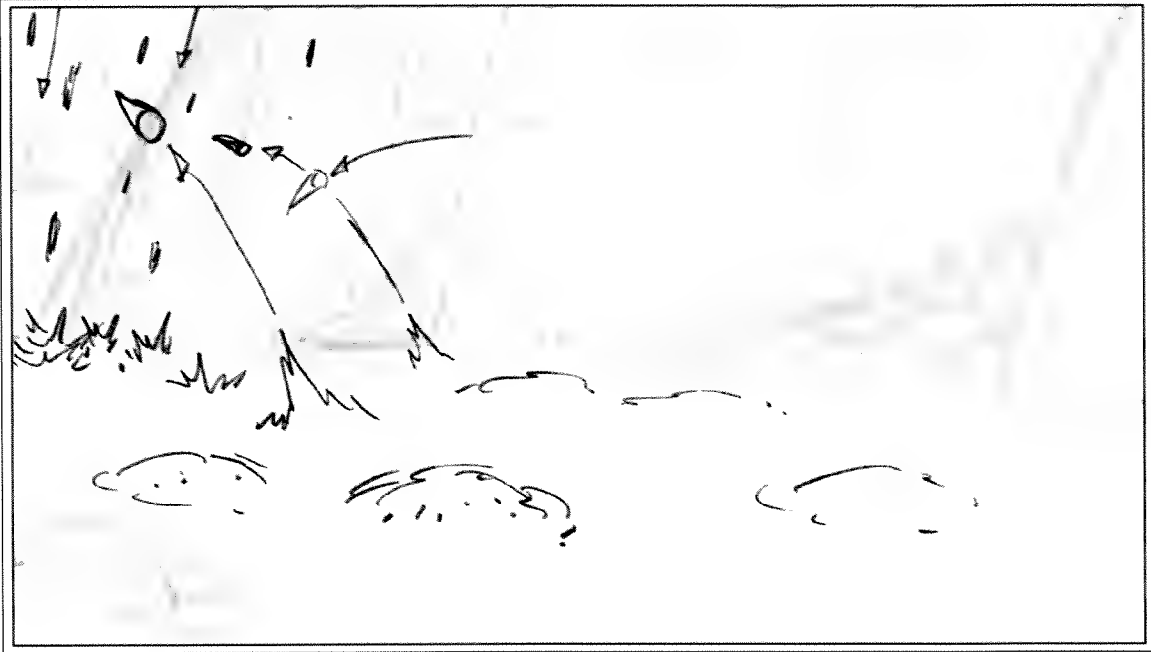
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Scene 143 Panel 6
cont



Slugging
0.09

Scene 143 Panel 7
cont



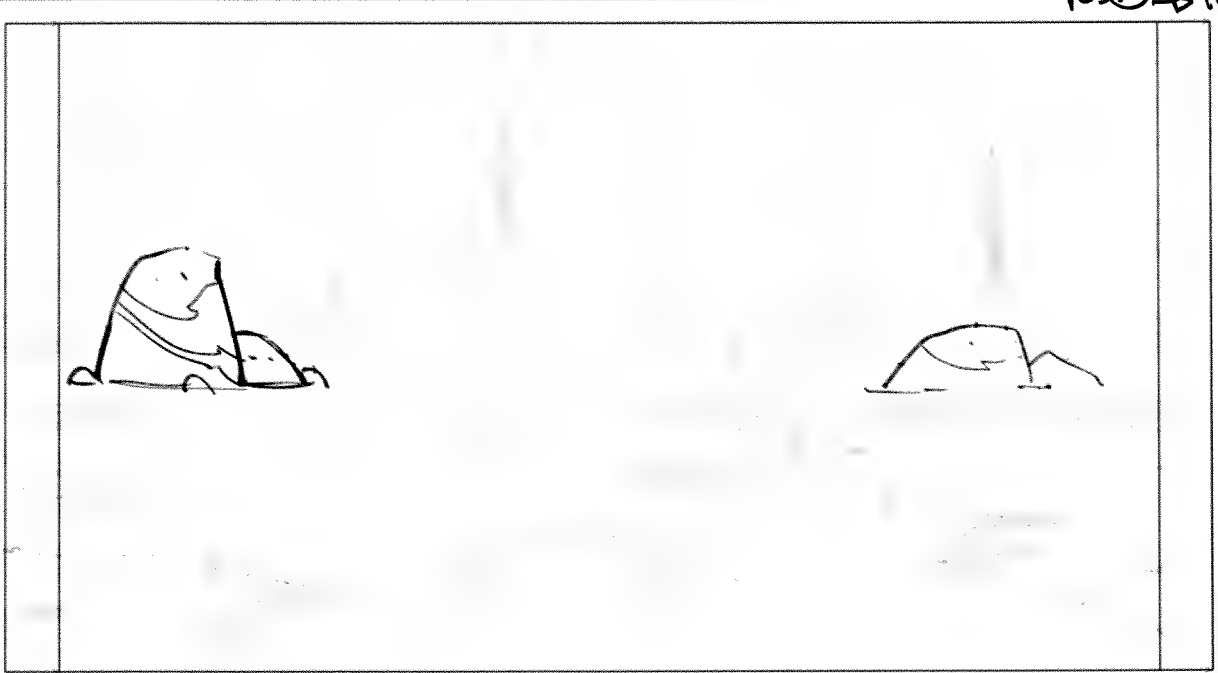
Slugging
0.09

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600.0701

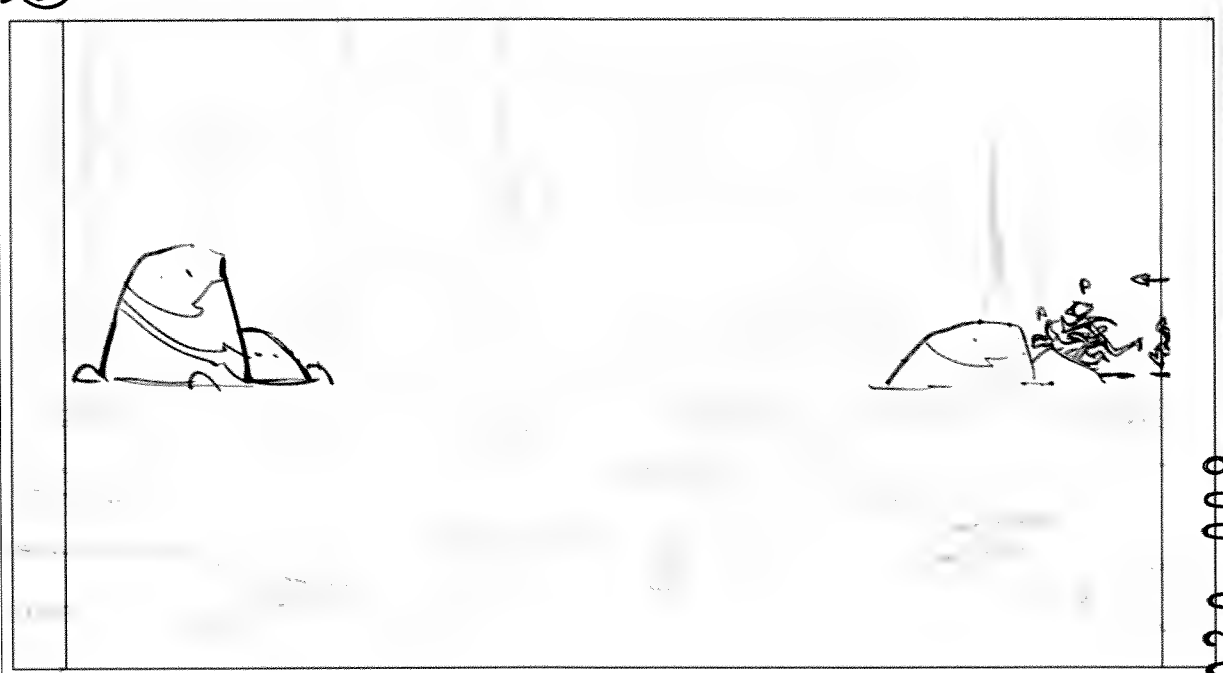
Scene 143_A Panel 1



Slugging
ADJ: 0.10
ADJ through panesl 1 to 9.

16X WATER HIGHLIGHTS
EFX

Scene 143_A Panel 2



Slugging
ADJ: 0.10

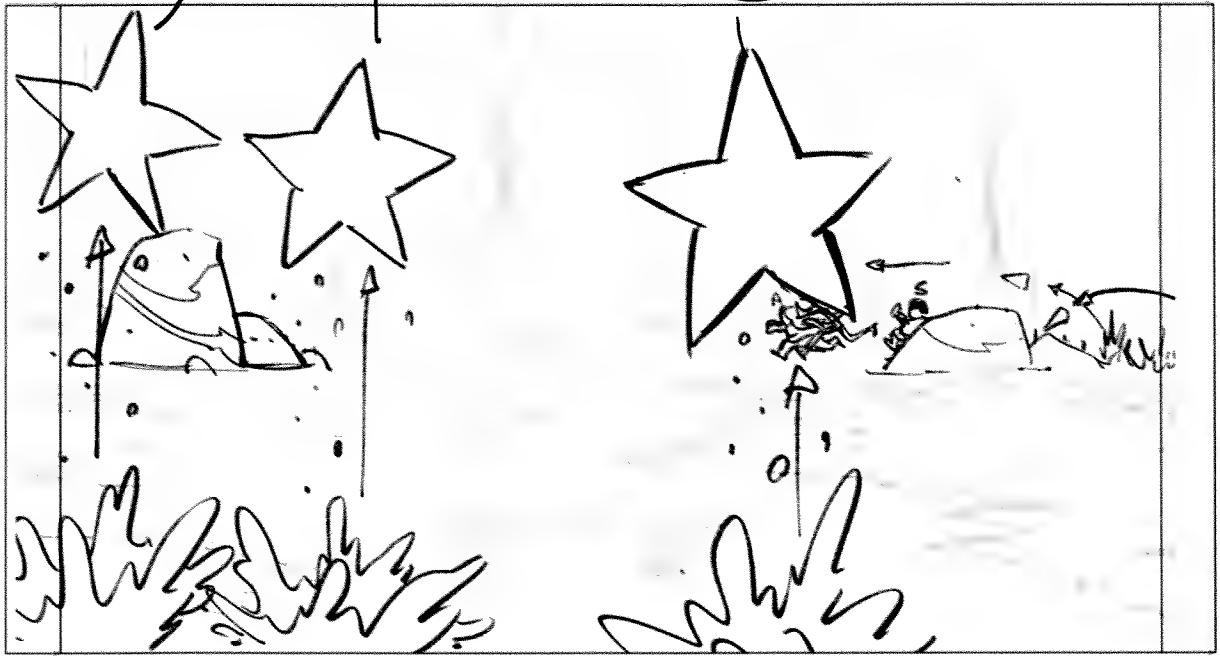
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1020.009

1020.009

Scene **STAR 1** **STAR 2** 143_A **STAR 3** Panel 3

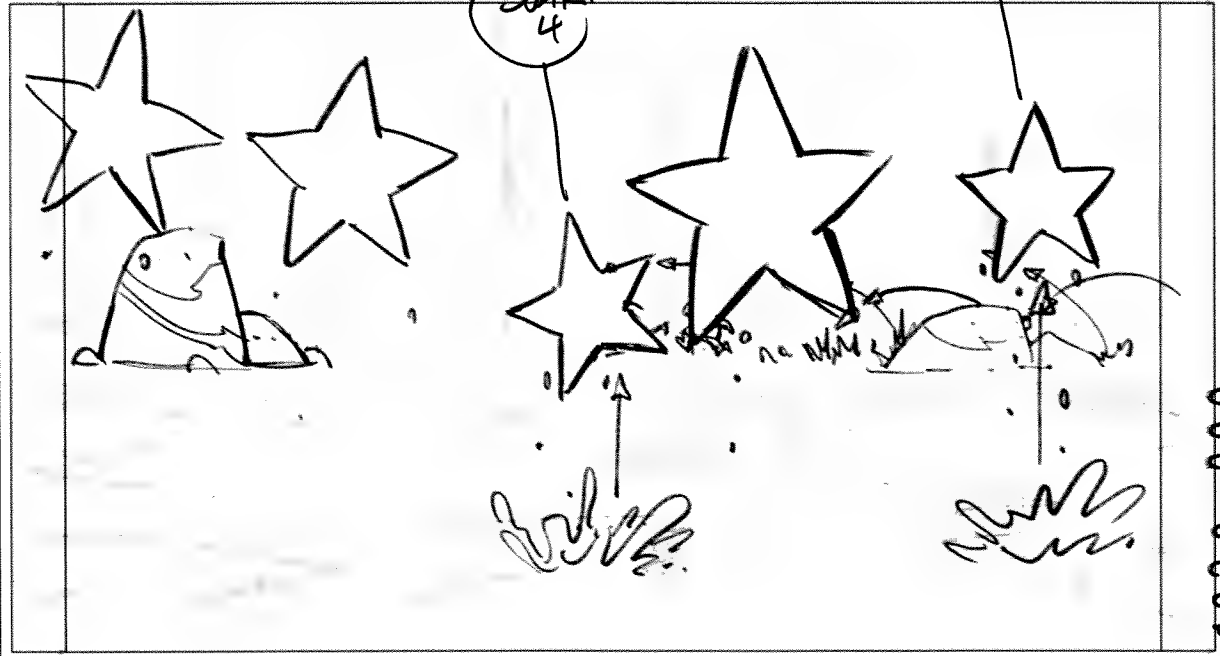


Action Notes
Stars shoot out of water

A,P and S running across beach as spikes follow

Slugging
ADJ: 0.10

Scene 143_A **STAR 4** **STAR 5** Panel 4



Slugging
ADJ: 0.10

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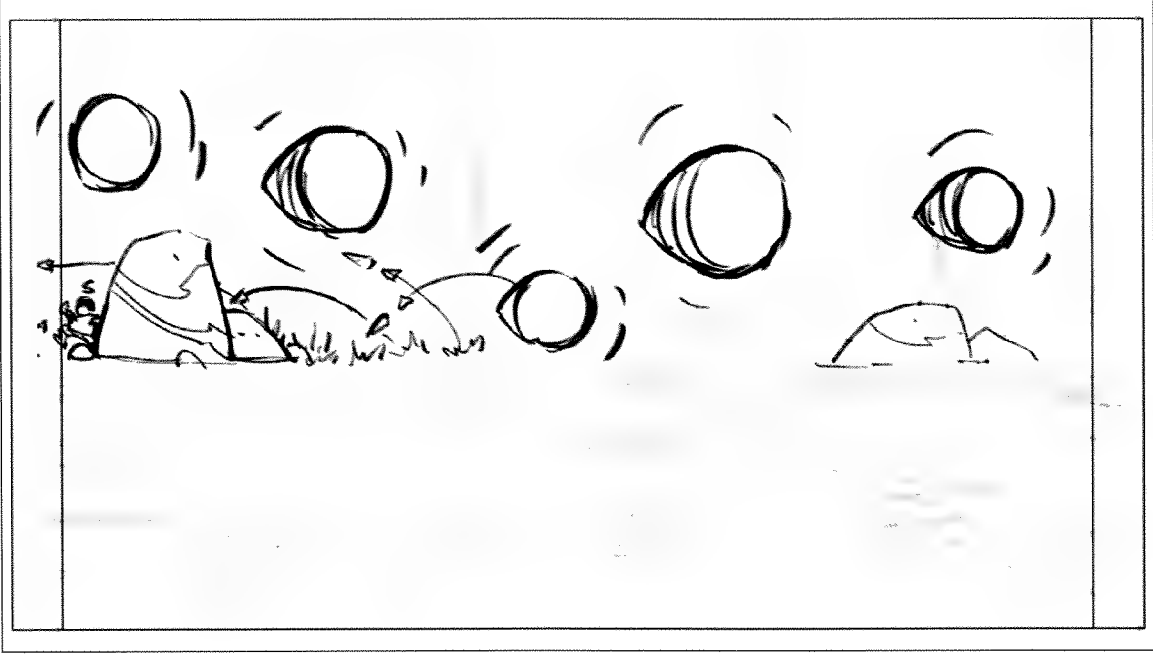
1020-009

Scene	Panel	
143_A	cont	5



Slugging
ADJ: 0.10

Scene	Panel	
143_A	cont	6



Action Notes
Stars turn into spikes

Slugging
ADJ: 0.10

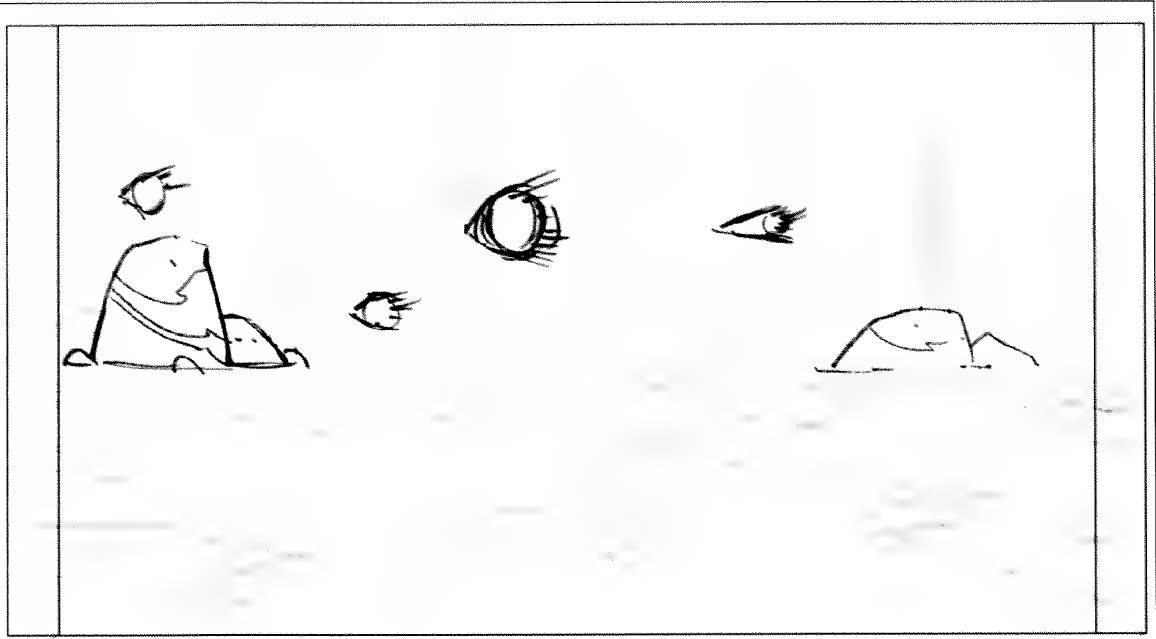
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1020-009

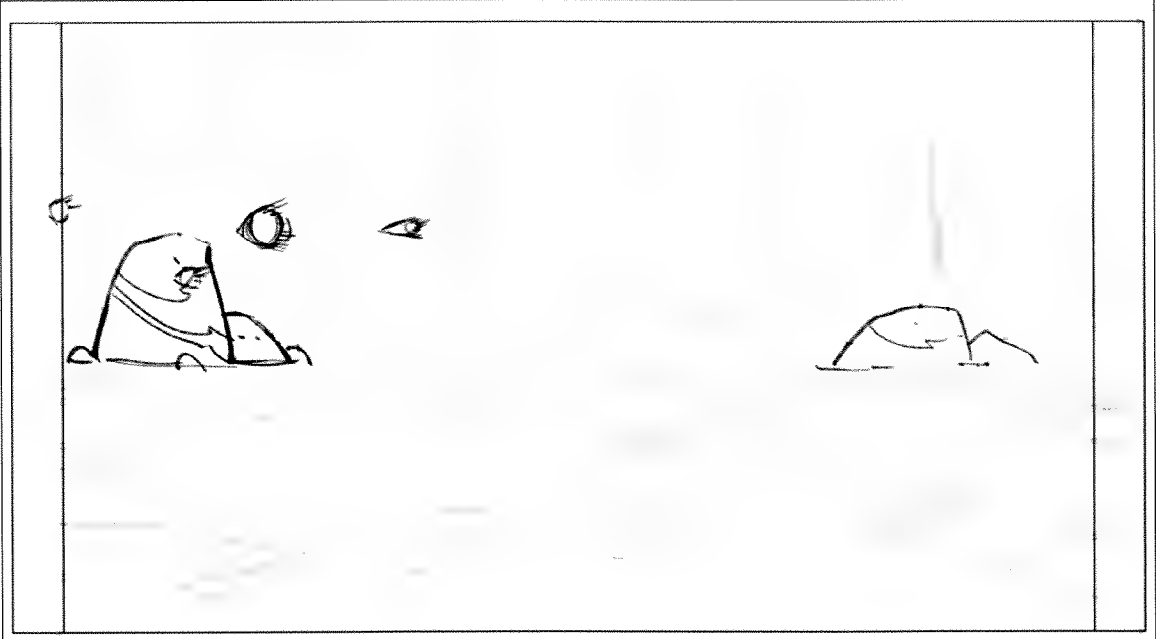
1020-009

Scene 143_A Panel 7
CONT



Slugging
ADJ: 0.10

Scene 143_A Panel 8
CONT



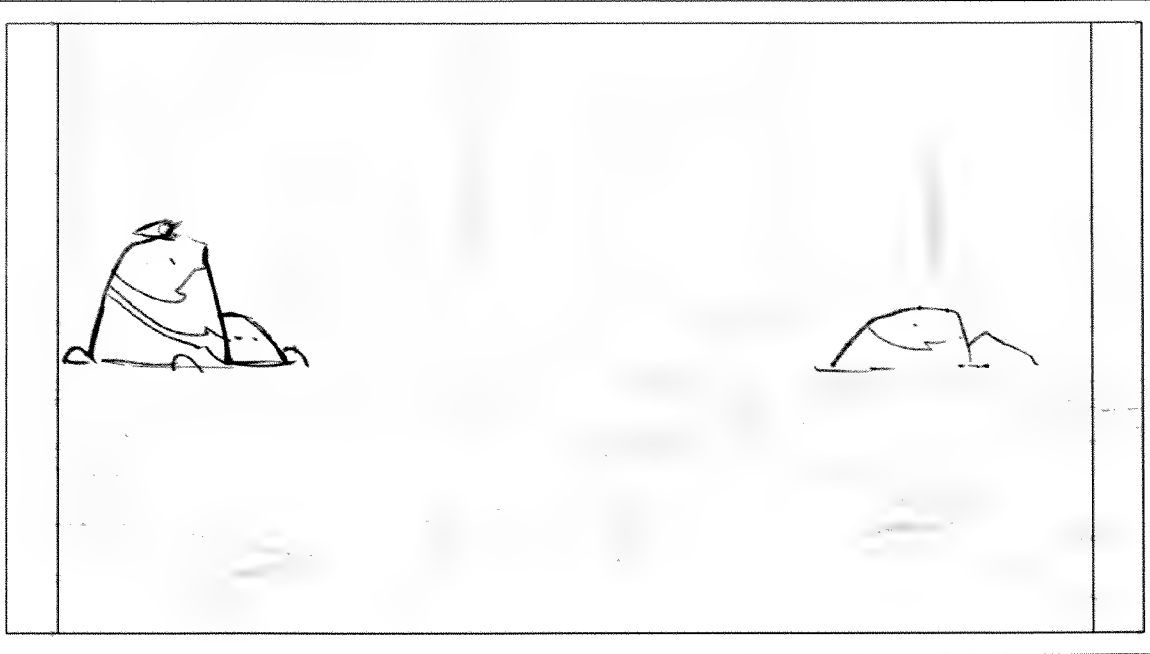
Slugging
ADJ: 0.10

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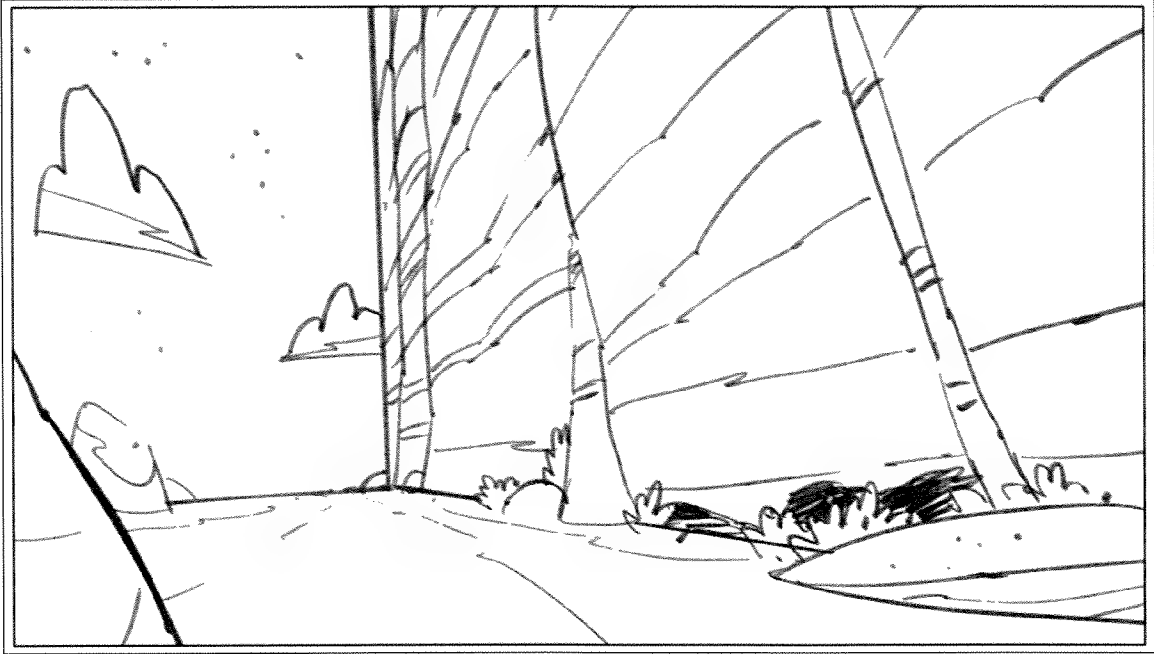
1020-009

Scene	Panel
143_A	9



Slugging
ADJ: 0.10

Scene	Panel
144	1



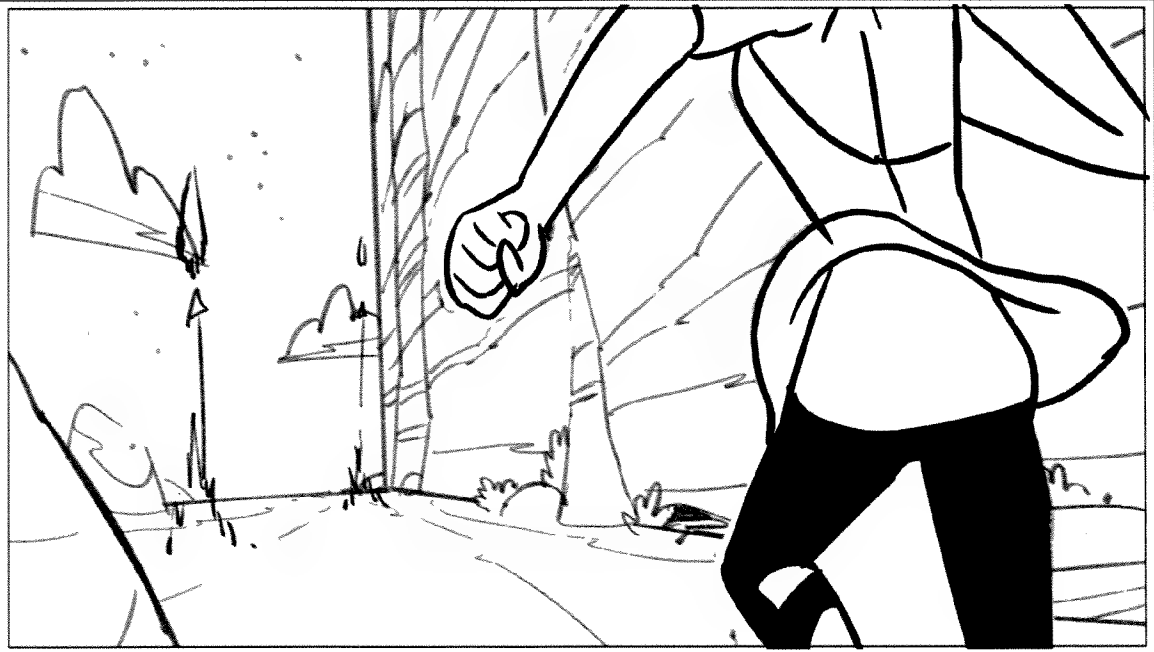
Slugging
0.05

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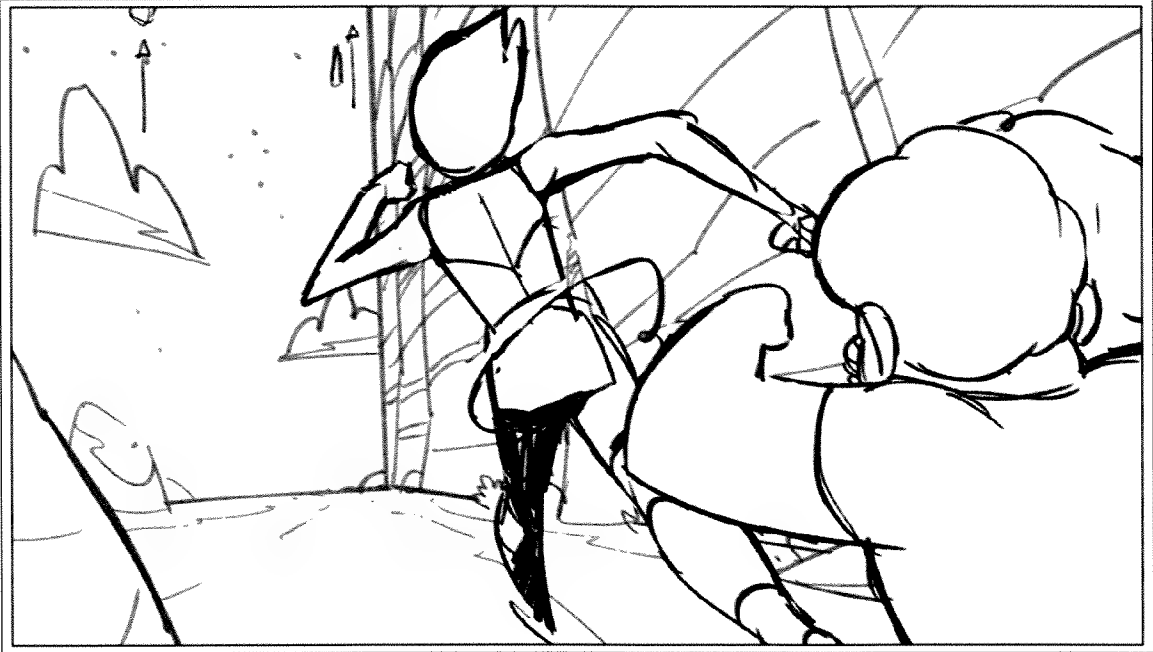
Scene 144 Panel 2
CONT



Action Notes
spikes shoot from sand in front of A,P and S

Slugging
0.07

Scene 144 Panel 3
CONT



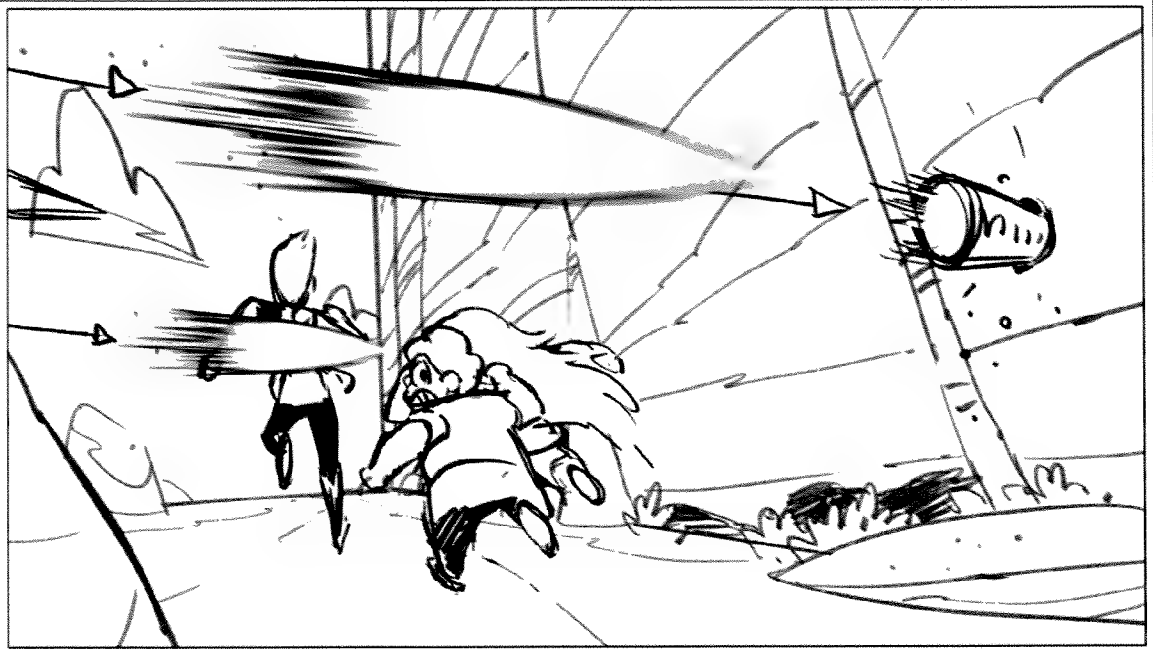
Slugging
0.07

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1020.009

Scene 144 Panel 4
CONT



Action Notes
Spikes shooting into the cliff wall behind A,P and S

Slugging
0.07

Scene 144 Panel 5
CONT



Slugging
0.07

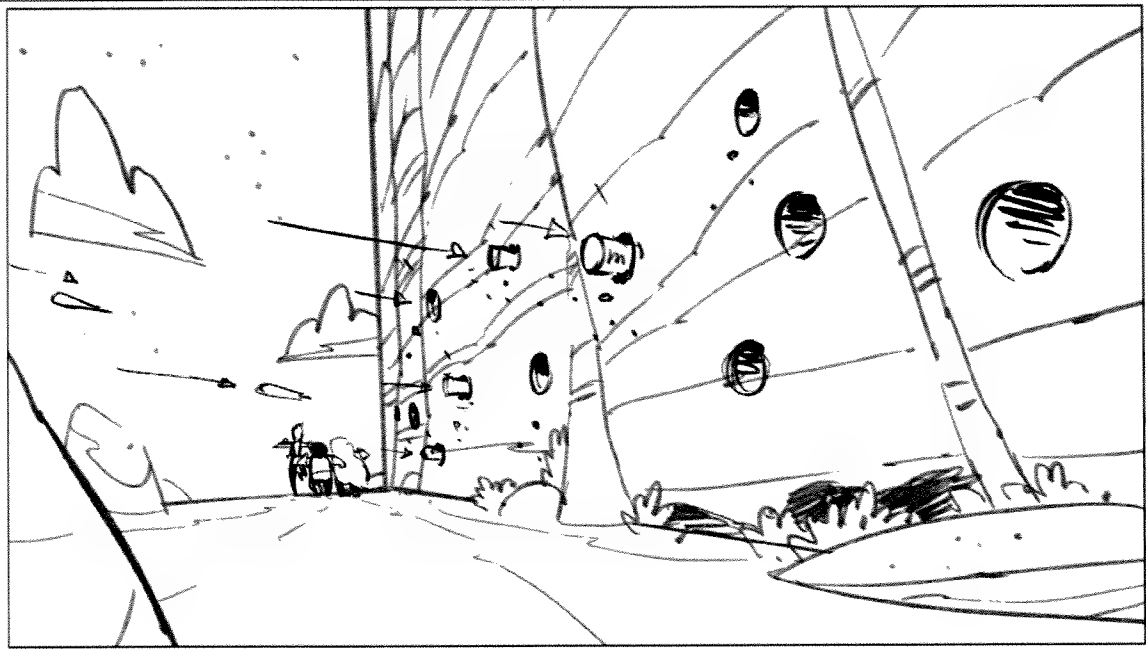
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1020.009

1020.009

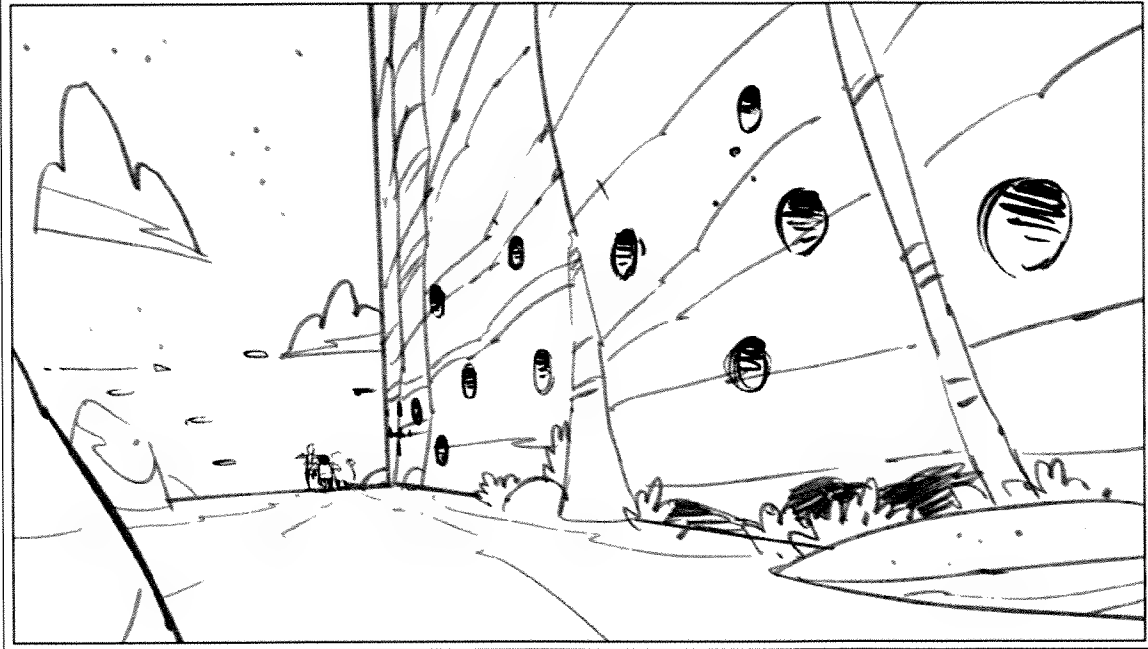
1020.009

Scene 144 Panel 6



Slugging
0.07

Scene 144 Panel 7



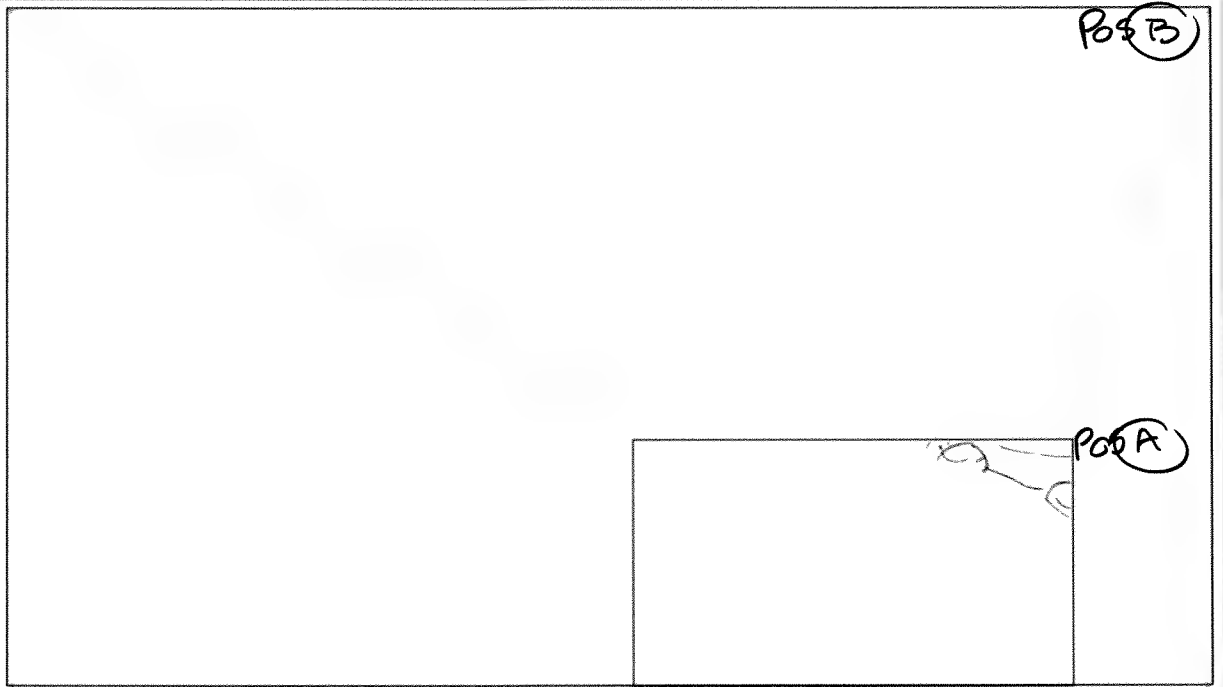
Slugging
0.07

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1020.009

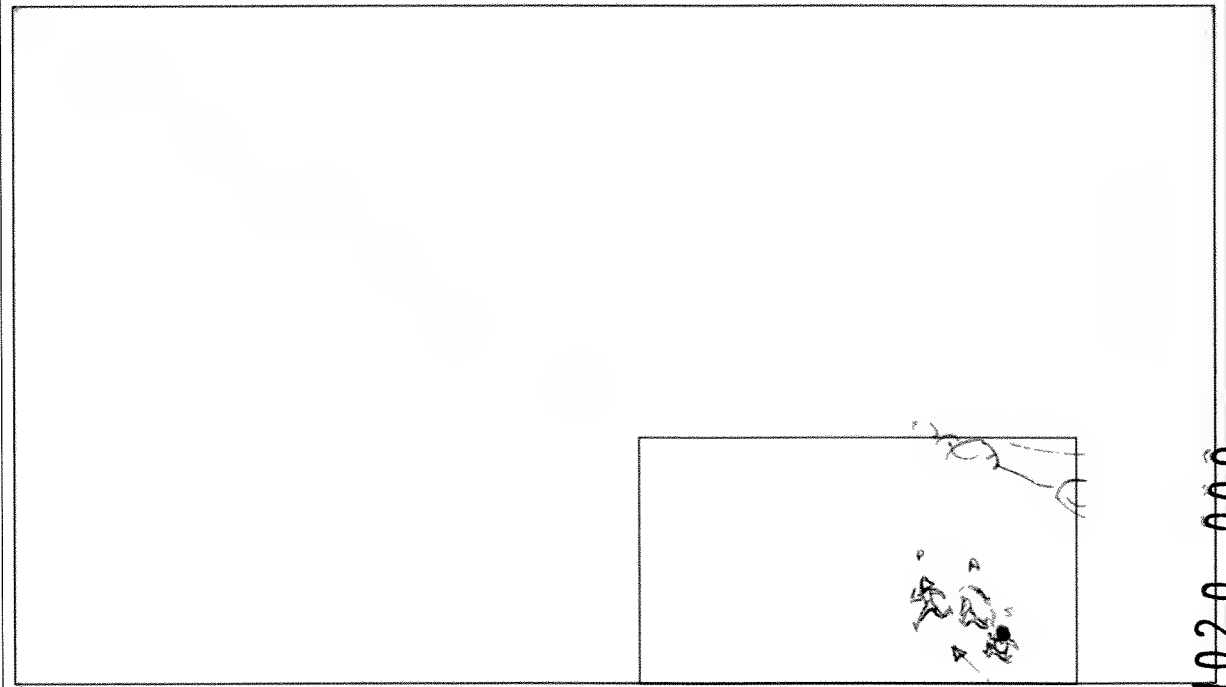
1020.009

Scene	Panel
145	1



Slugging
Panels 1 to 4 = ADJ: 1.04

Scene	Panel
145	2



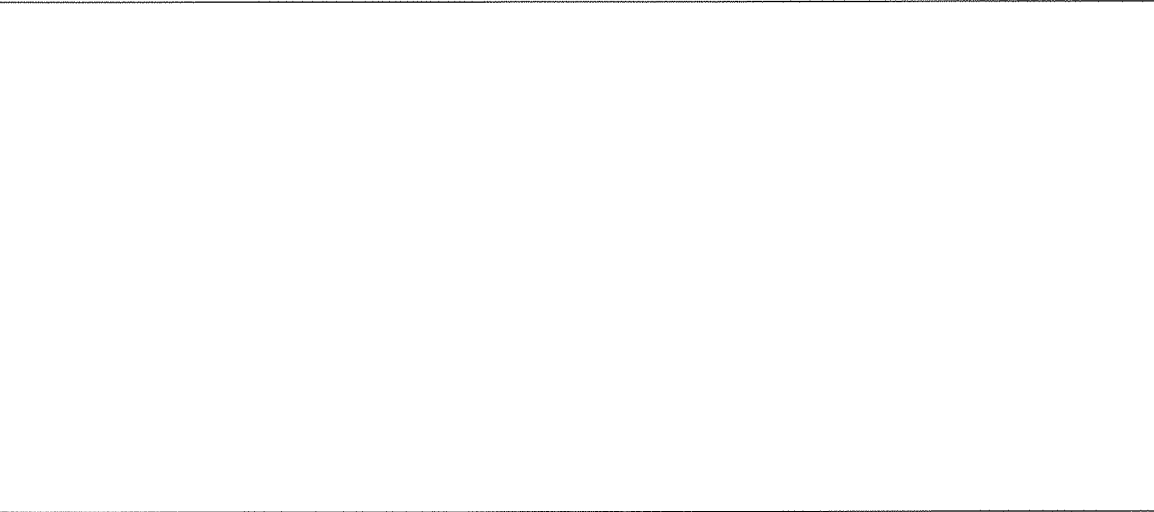
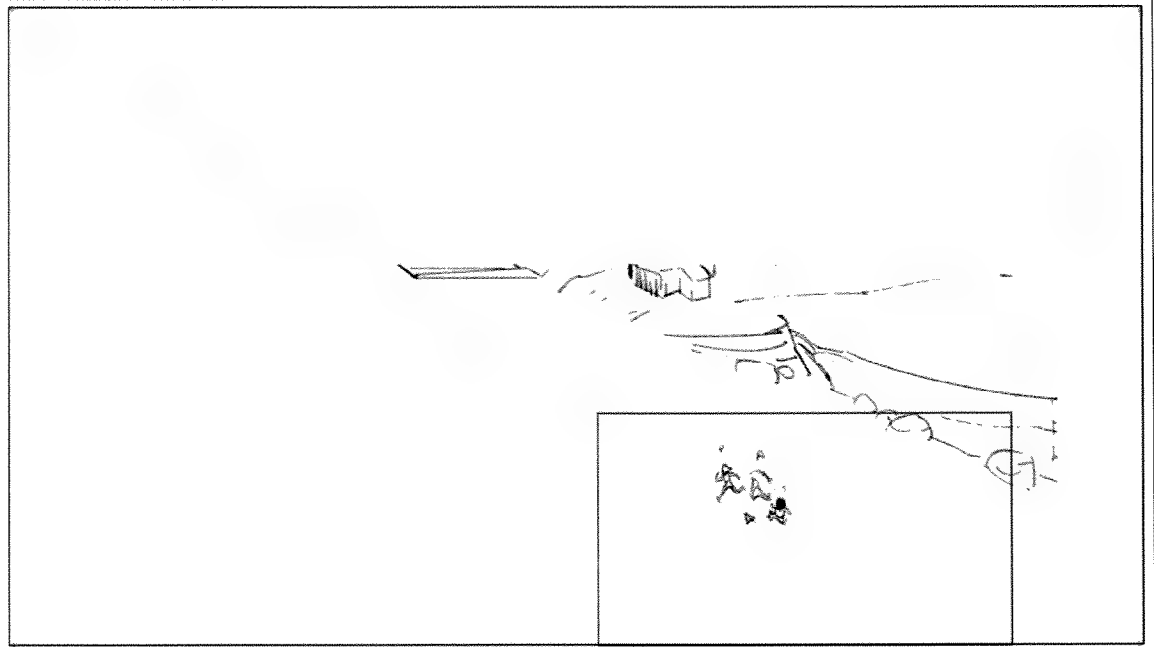
Action Notes
A,P and S running across beach

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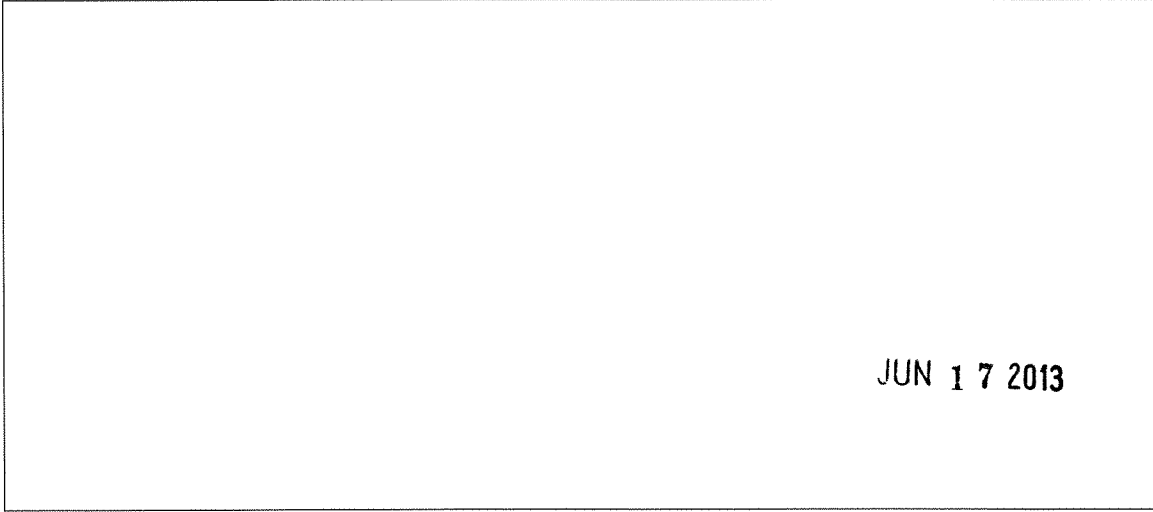
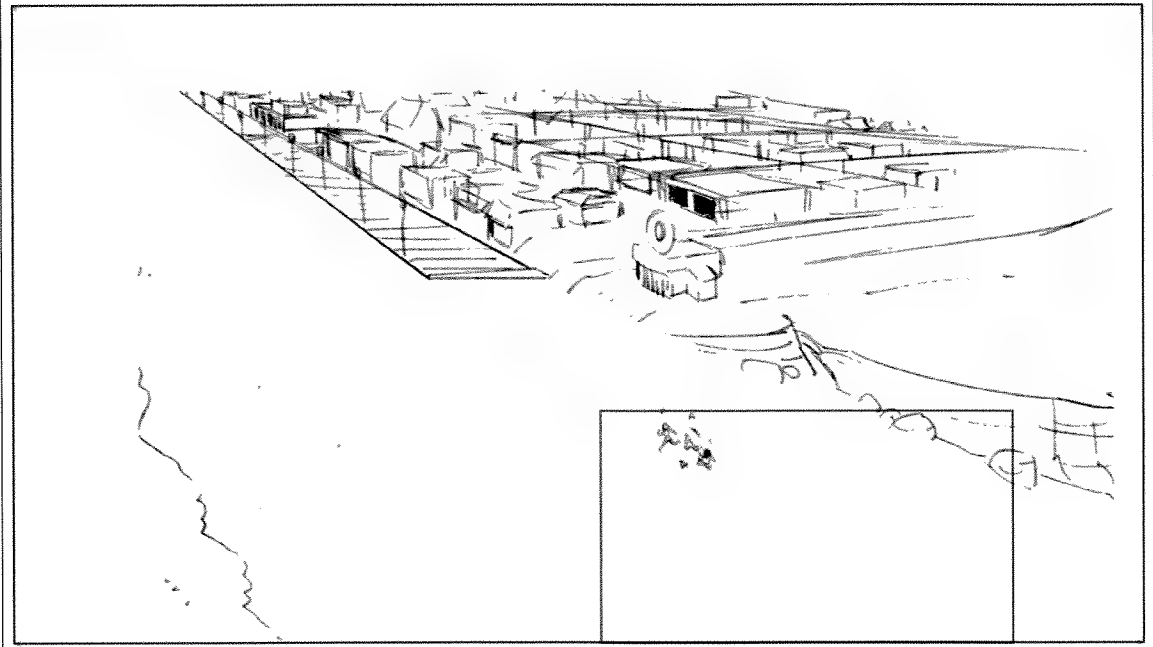
1020.009

1020.009

Scene 145 Panel 3



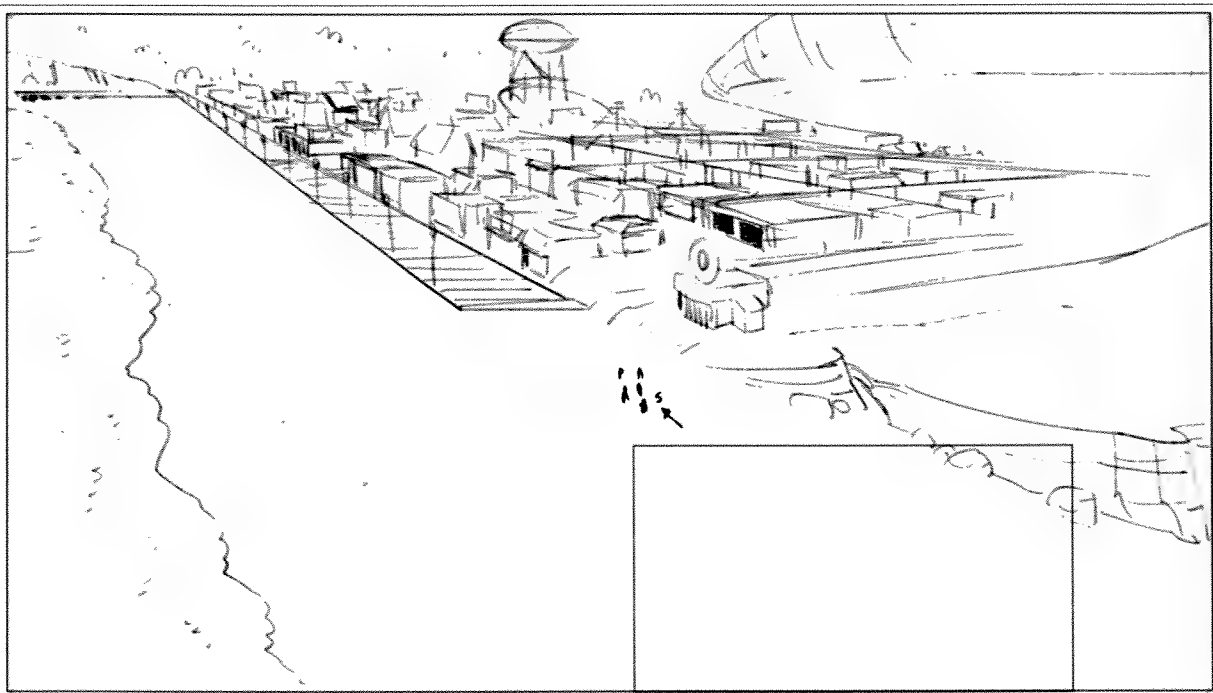
Scene 145 Panel 4



1020.009

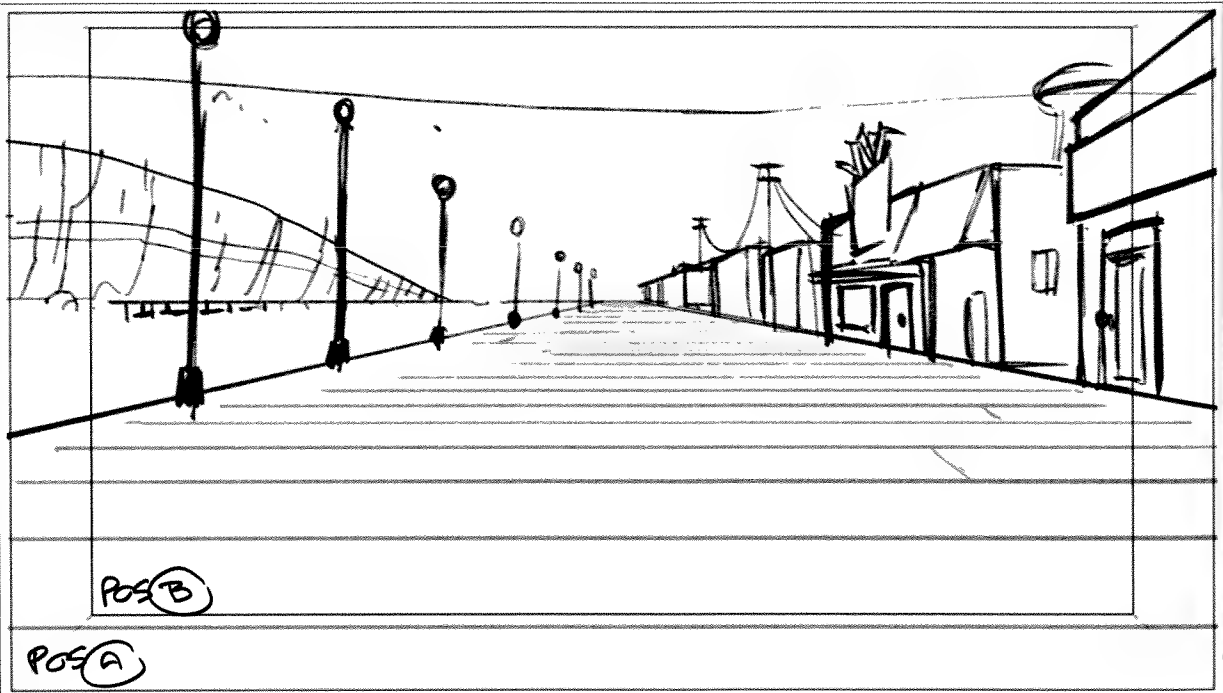
1020.009

Scene 145 Panel 5



Slugging
ADJ: 0.11
Then HOLD: 0.09

Scene 146 Panel 1

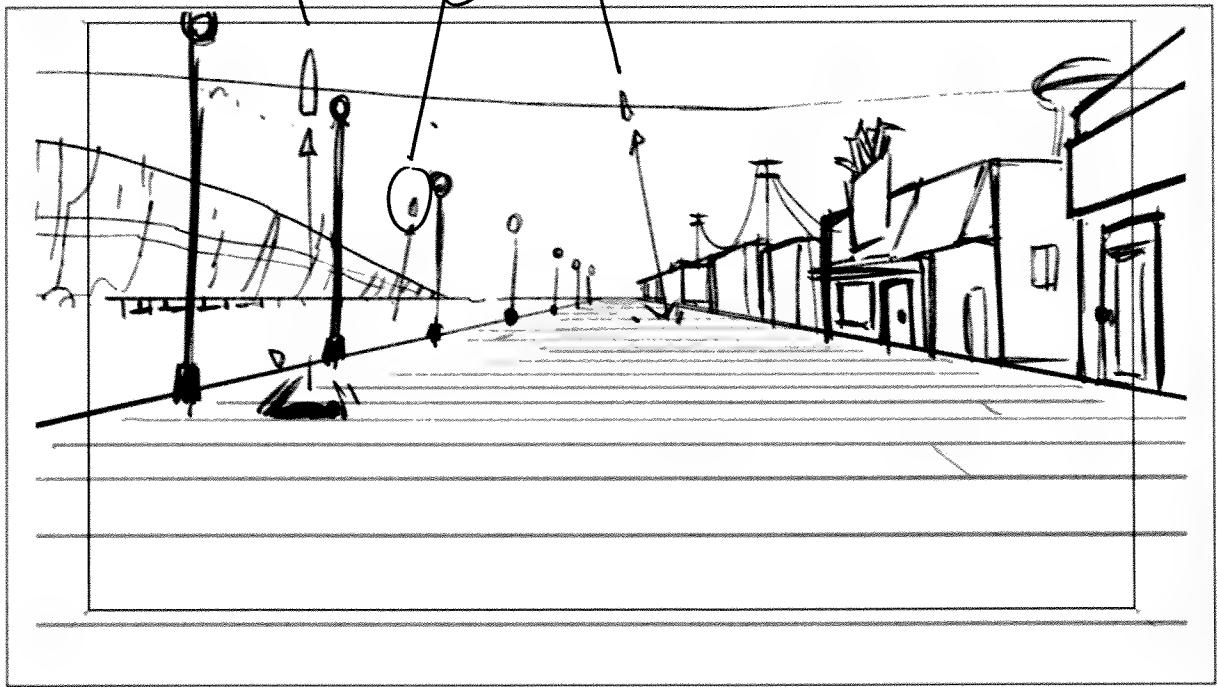


Slugging
ADJ: 1.00
ADJ through panels 1 to 4.

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Scene 146 Panel 2
Spike 1
Spike 2
Spike 3
CONT

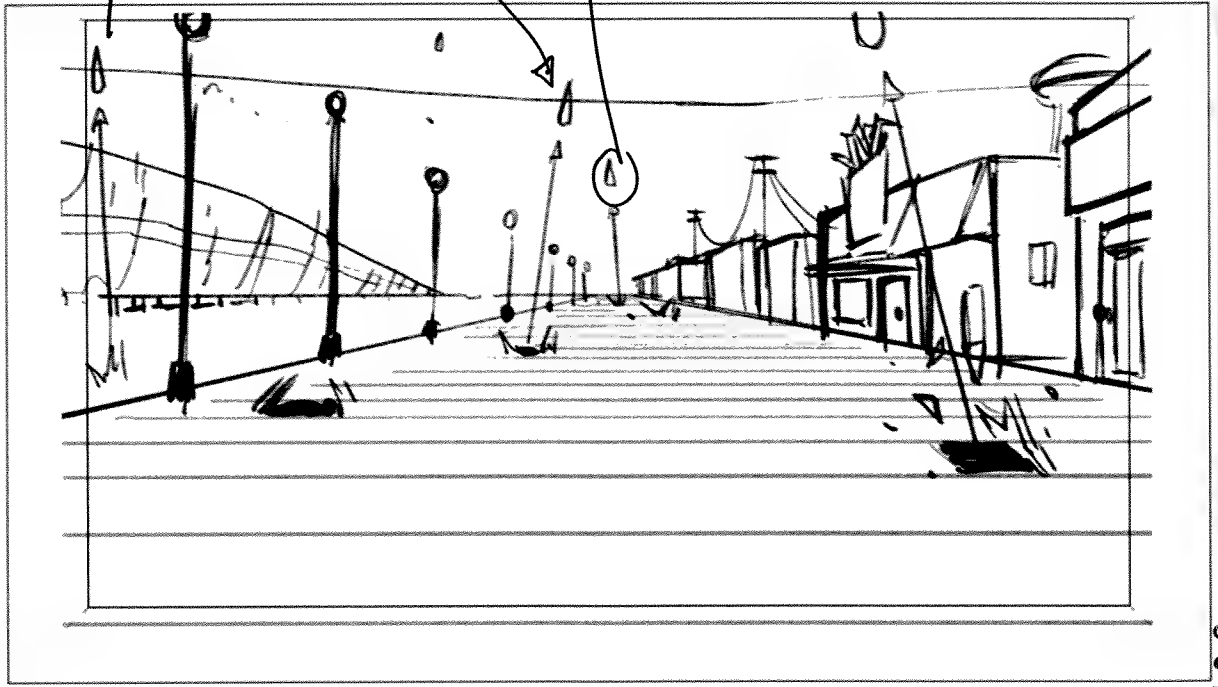


Dialog
PEARL: THEY'RE EVERYWHERE!

Action Notes
spikes burst out from under the boardwalk

Slugging
ADJ: 1.00

Scene 146 Panel 3
Spike 6
Spike 7
Spike 8
CONT

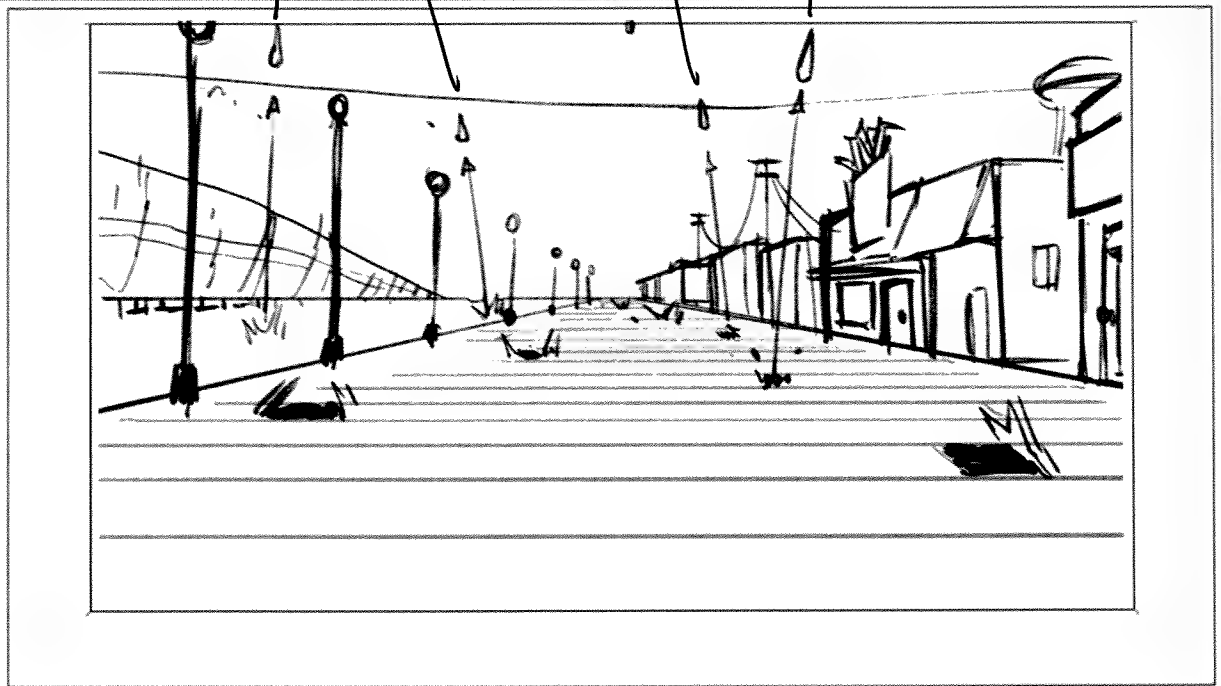


Slugging
ADJ: 1.00

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Scene 11 146 Panel 10 4
Spike 9 Spike 8



Slugging
ADJ: 1.00

Scene 147 Panel 1



Dialog
PEARL: WHY DIDN'T WE SEE THIS COMING?!

Action Notes
Pearl running and spikes shooting up and flying by her

Slugging
0.05

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1020.009

Scene 147 Panel 2
CONT



Slugging
0.05

Scene 147 Panel 3
CONT



Slugging
0.05

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Scene 147 Panel 4



Slugging
0.05

Scene 147 Panel 5



Slugging
0.05

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1020.009

Scene 147 Panel 6



Slugging
0.05

Scene 147 Panel 7



Slugging
0.05

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1020.009

1020.009

Scene	Panel
147	cont
	8



Slugging
0.05

Scene	Panel
147	cont
	9



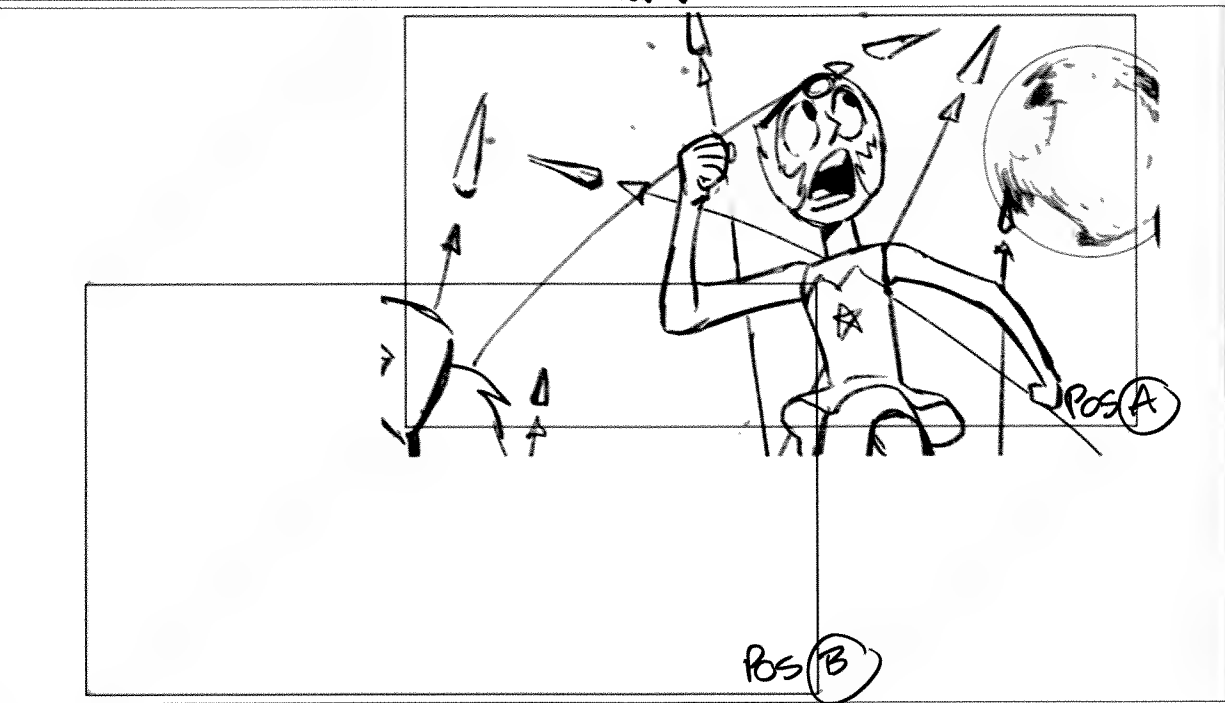
Slugging
0.05

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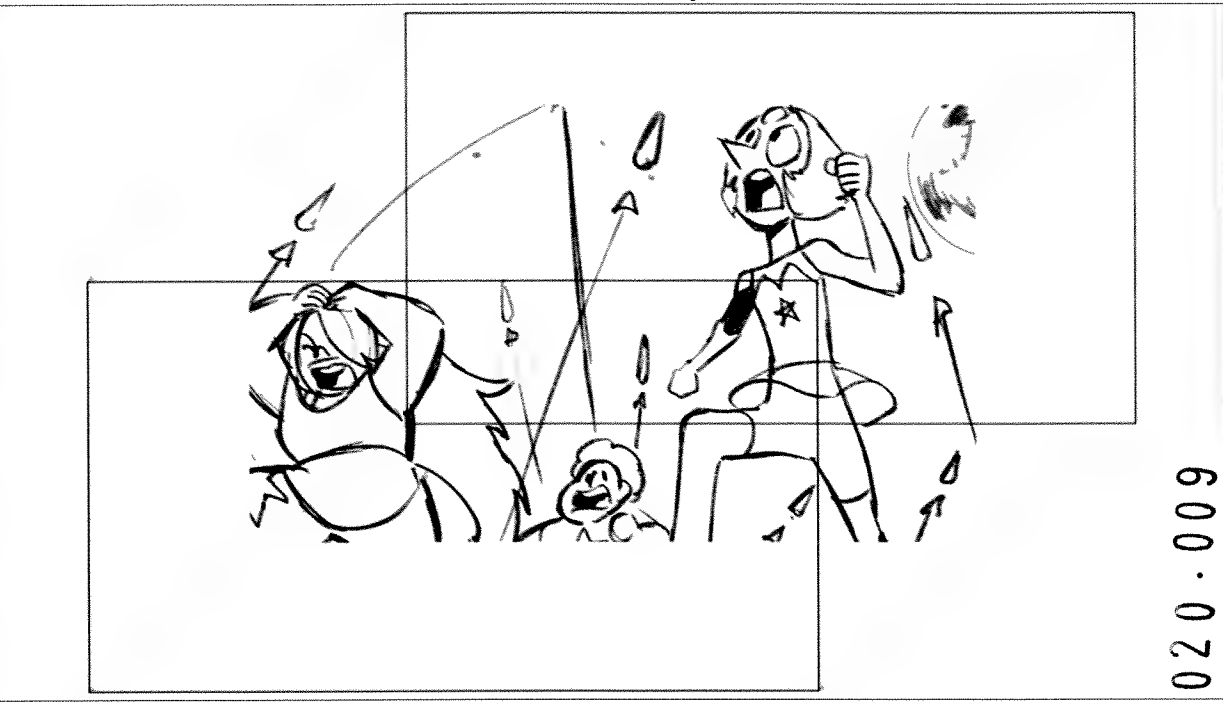
Scene 147 Panel 10



Slugging
ADJ: 0.03

ADJ through panel 10 to 13.

Scene 147 Panel 11

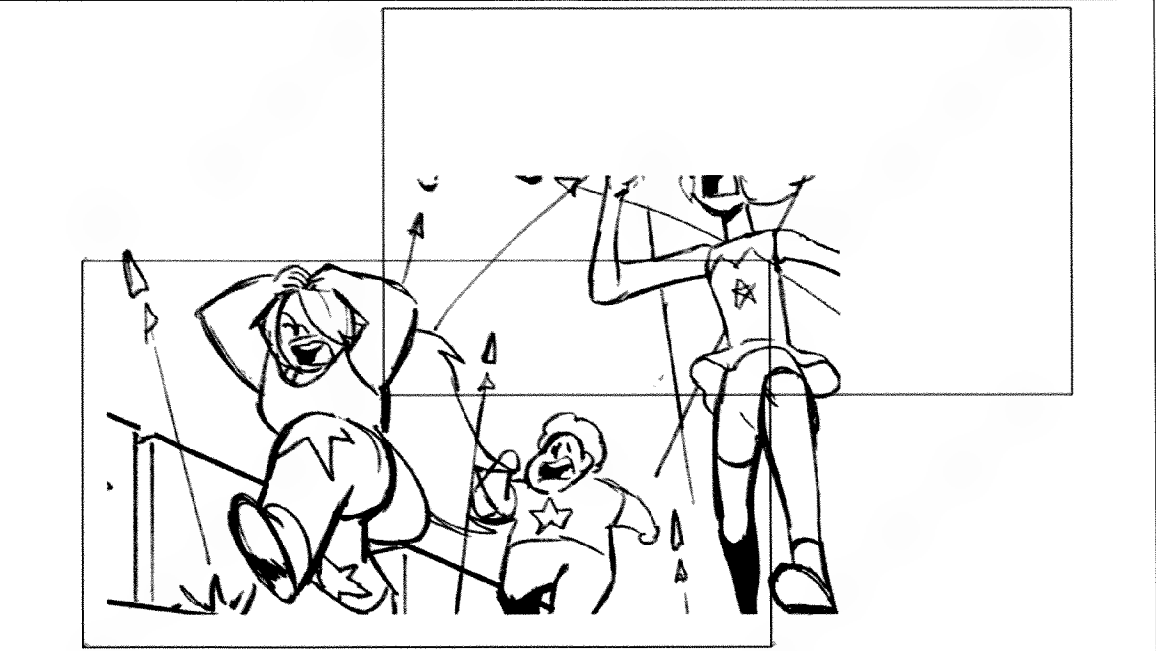


Action Notes
camera adjust to Steven

Slugging
ADJ: 0.03

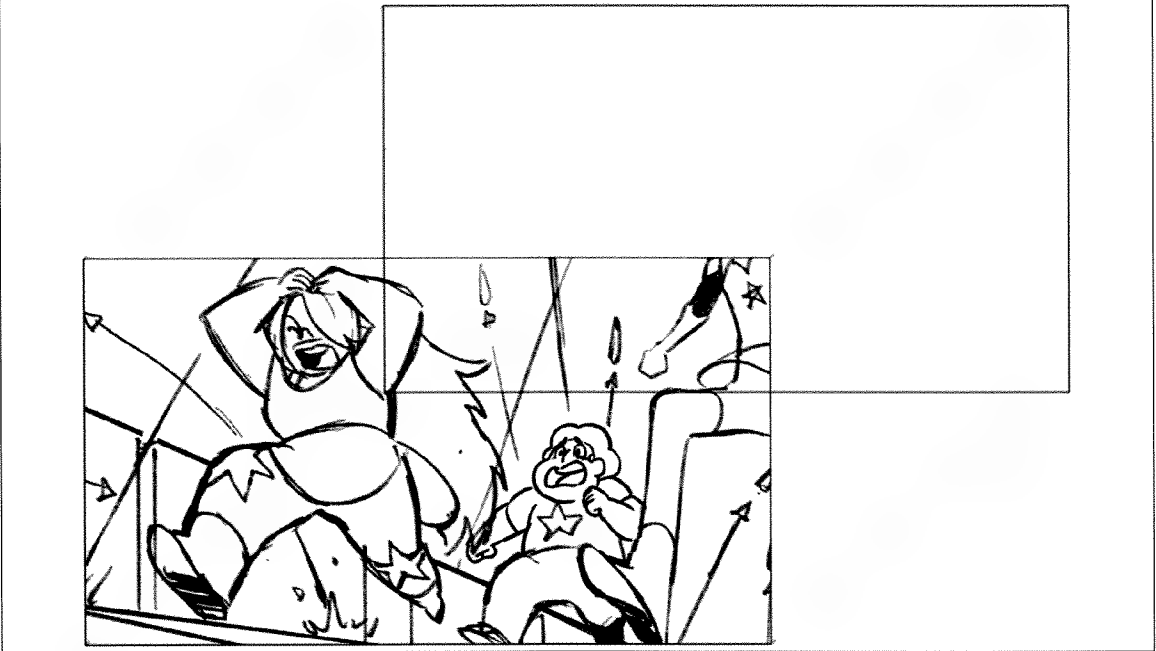
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Scene 147 Panel 12



Slugging
ADJ: 0.03

Scene 147 Panel 13



Slugging
0.05


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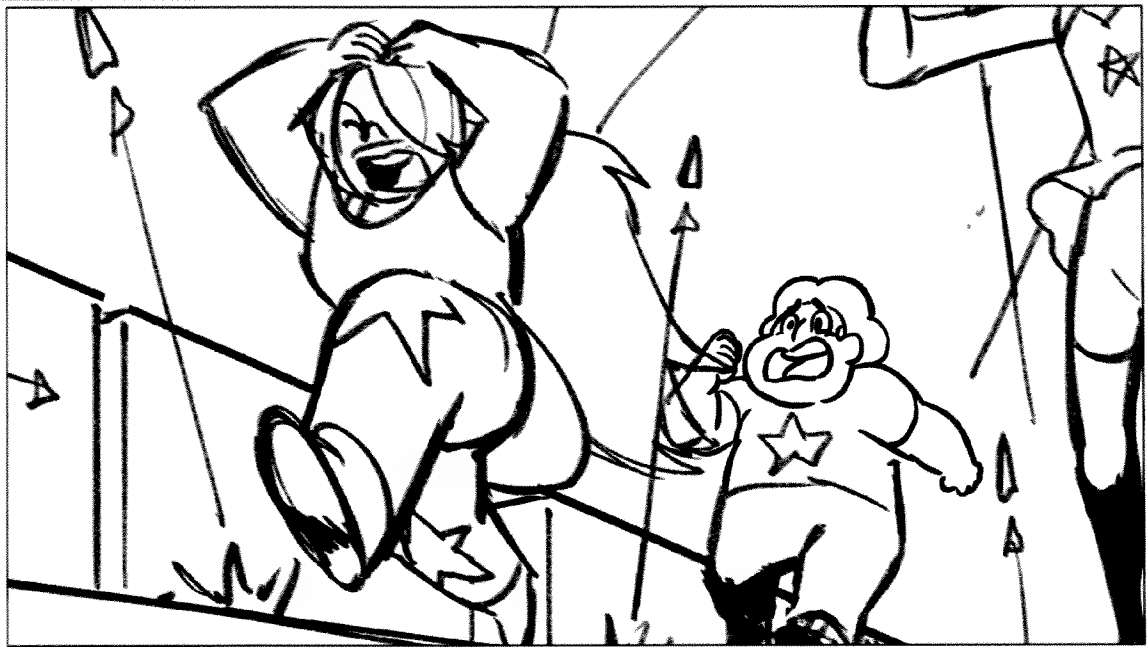
Scene	Panel
147	14
<i>CONT</i>	
	
<p>Dialog</p> <p>STEVEN: WE NEED GARNET!</p>	
<p>Action Notes</p> <p>Spikes shooting up and flying around A,P and S</p>	
<p>Slugging</p> <p>0.05</p>	

Scene	Panel
147	15
<i>CONT</i>	
	
<p>JUN 17 2013</p>	

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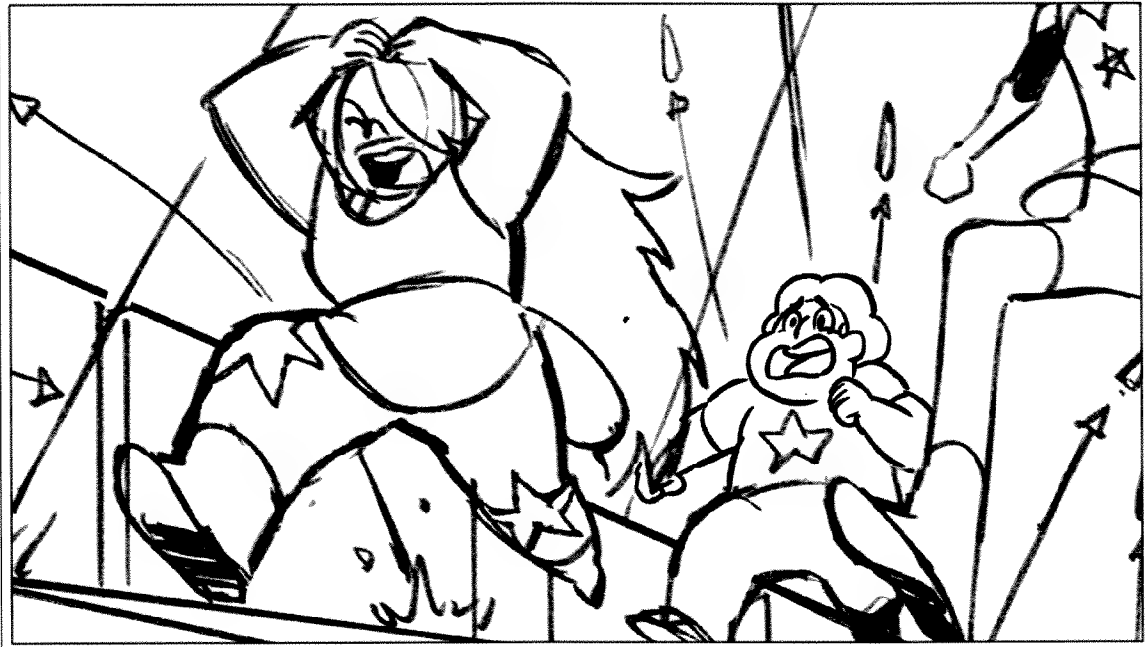
1020.009

Scene 147 Panel 16
CONT



Slugging
0.05

Scene 147 Panel 17
CONT



Slugging
0.05

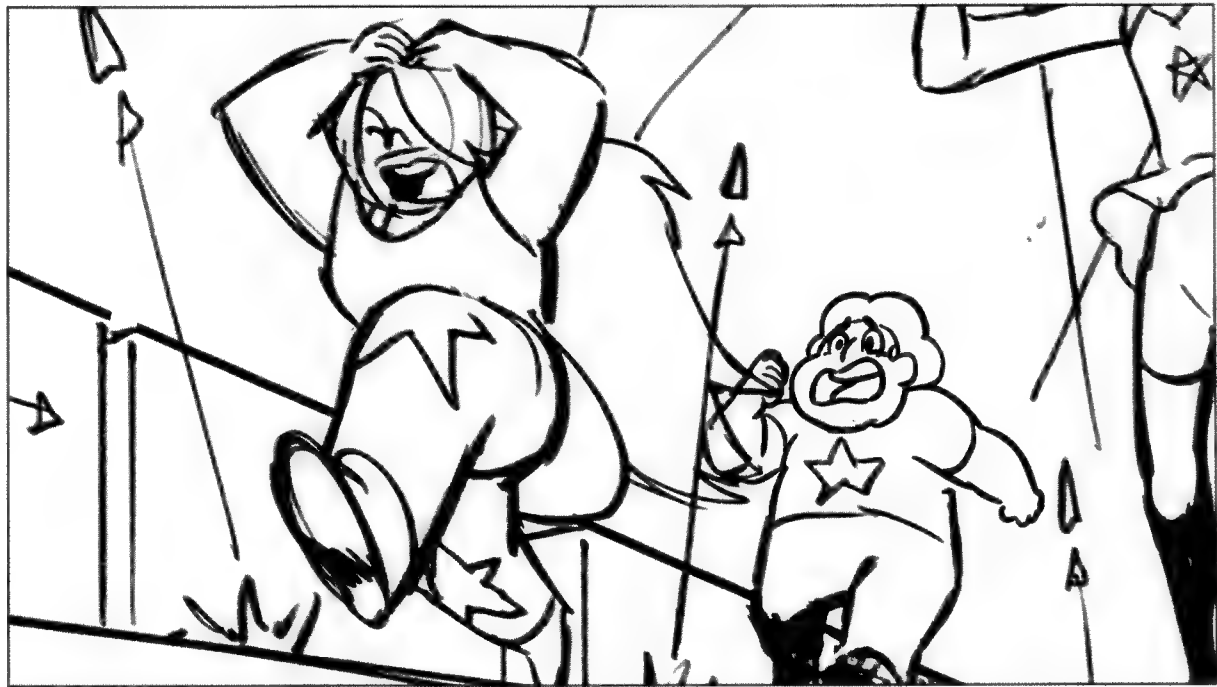
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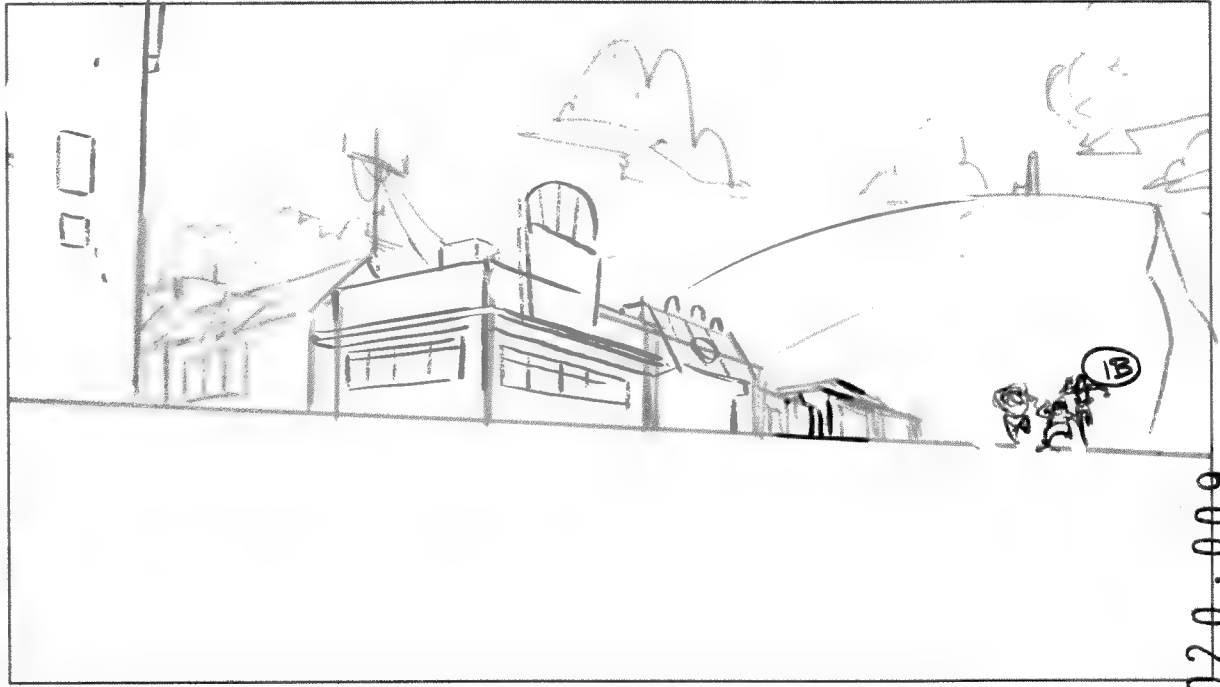
1020.009

Scene	Panel
147	18



Slugging
0.05

Scene	Panel
148	1



Slugging
0.09

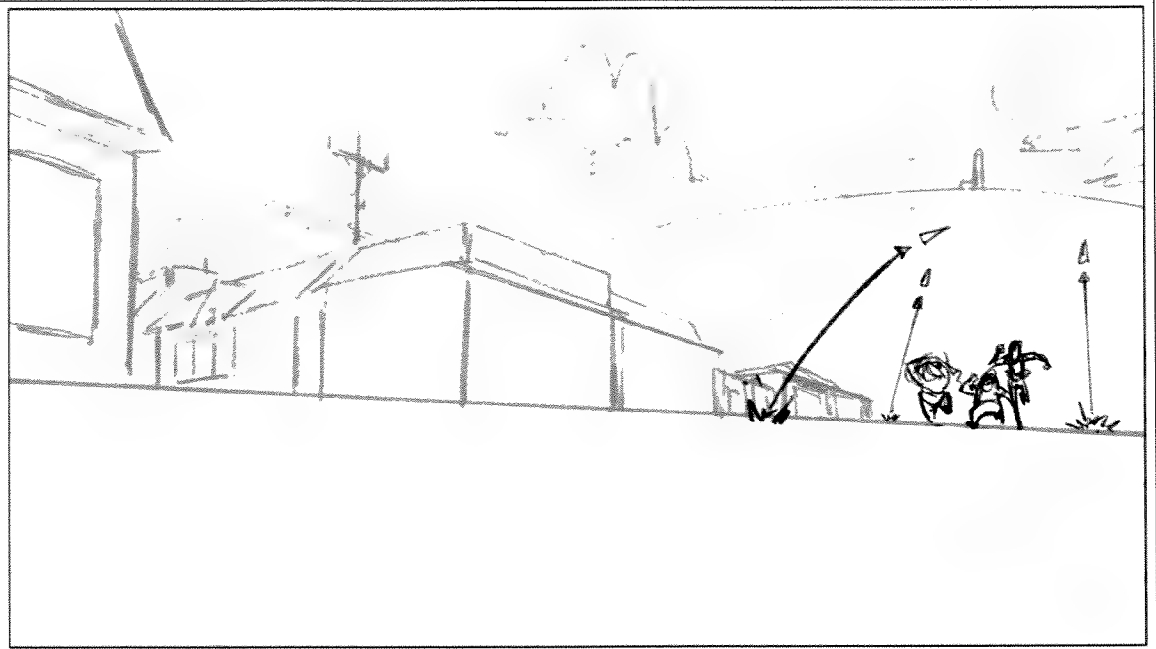
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1020-009

Scene 148 Panel 2
cont

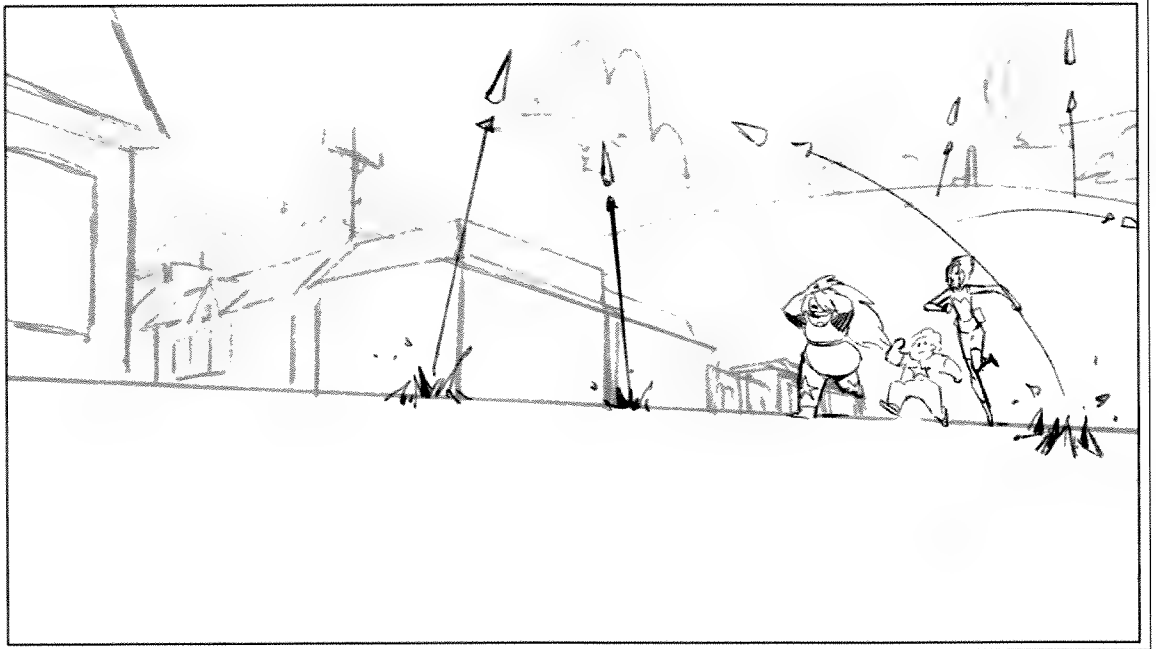


Action Notes
spikes shoot out of the boardwalk

A,P ans S running across boardwalk

Slugging
0.09

Scene 148 Panel 3
cont



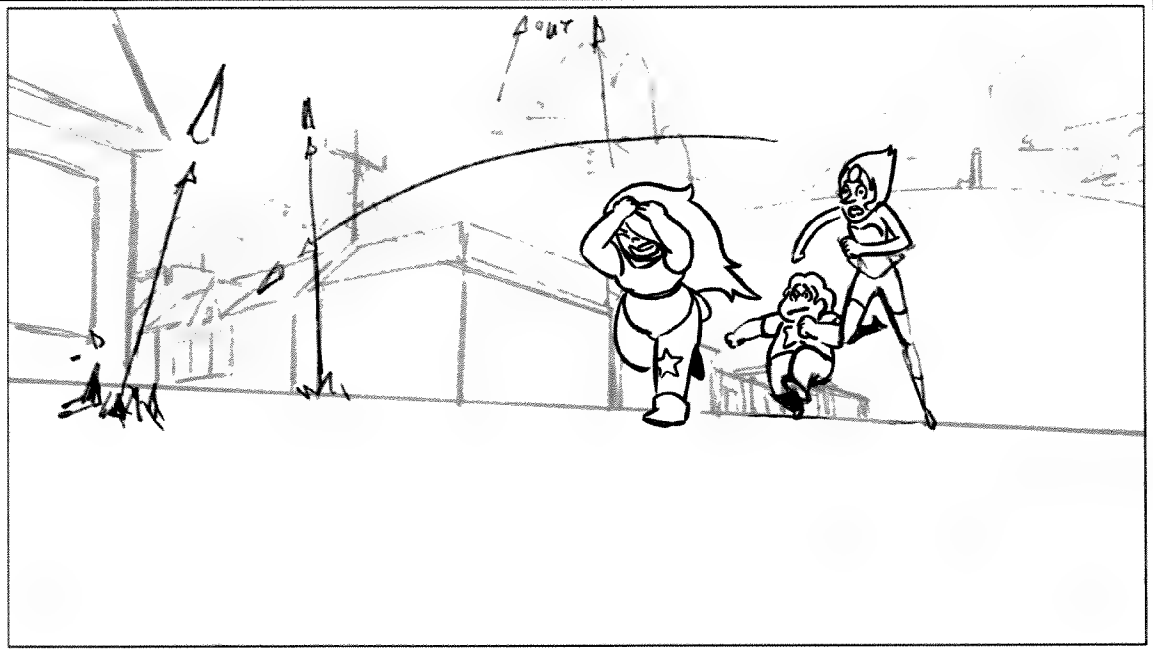
Slugging
0.09

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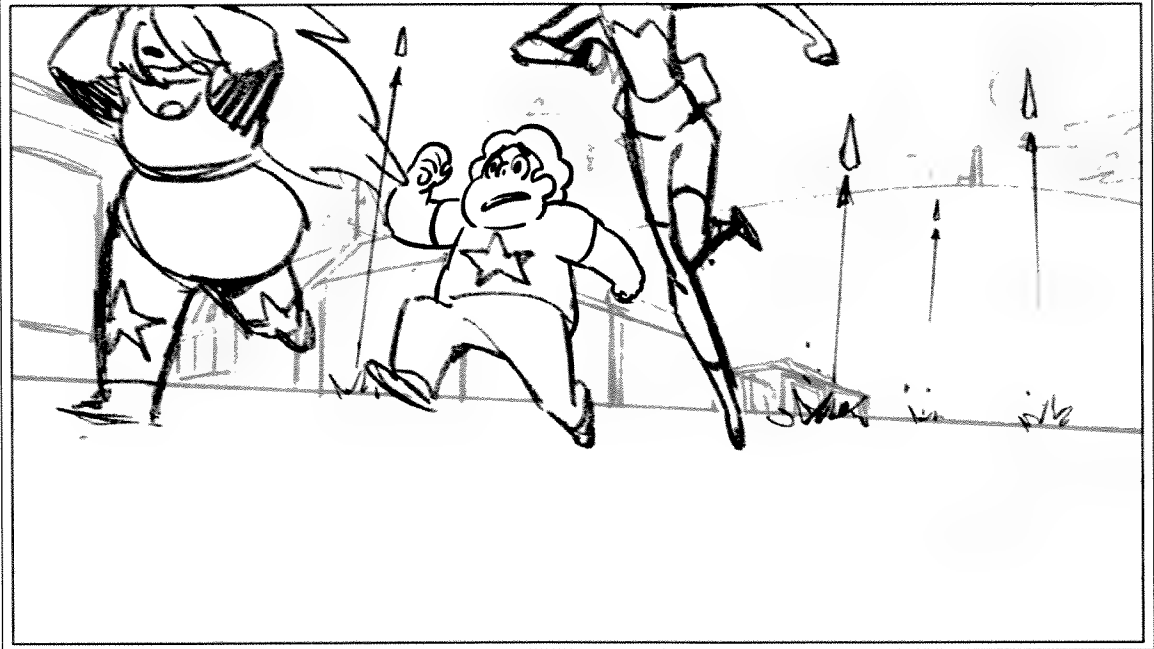
Scene 148 Panel 4



Dialog
PEARL: WE DON'T KNOW WHERE SHE IS!

Slugging
0.09

Scene 148 Panel 5



Slugging
0.09

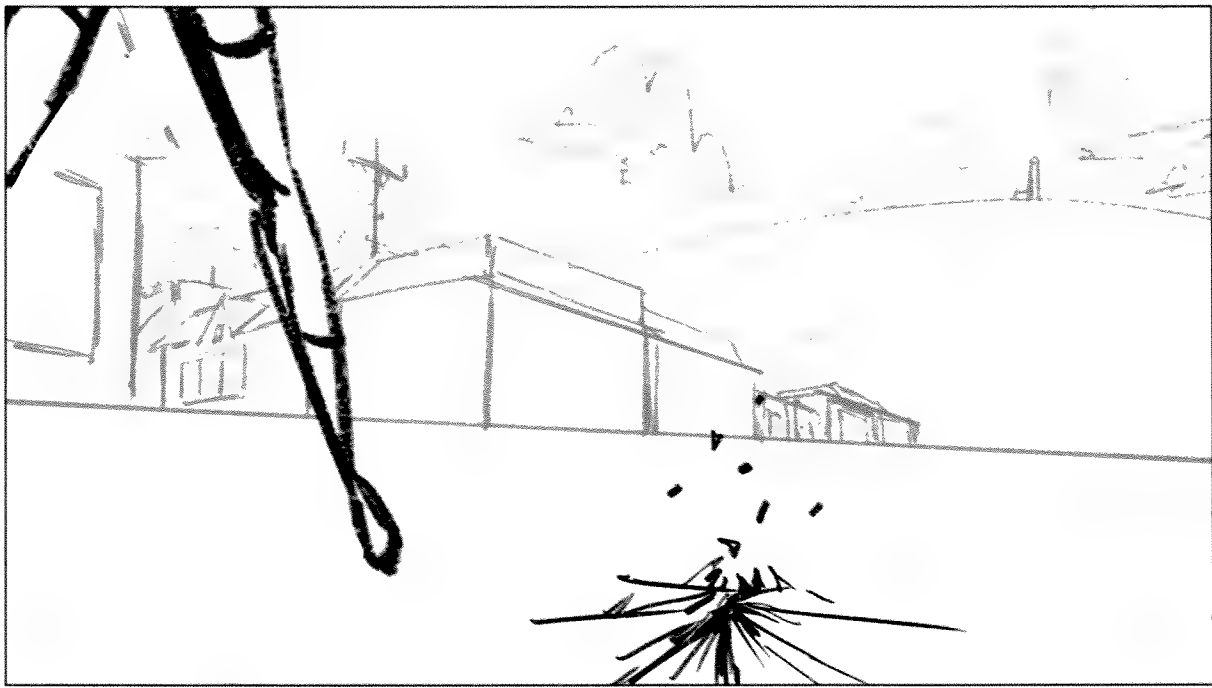
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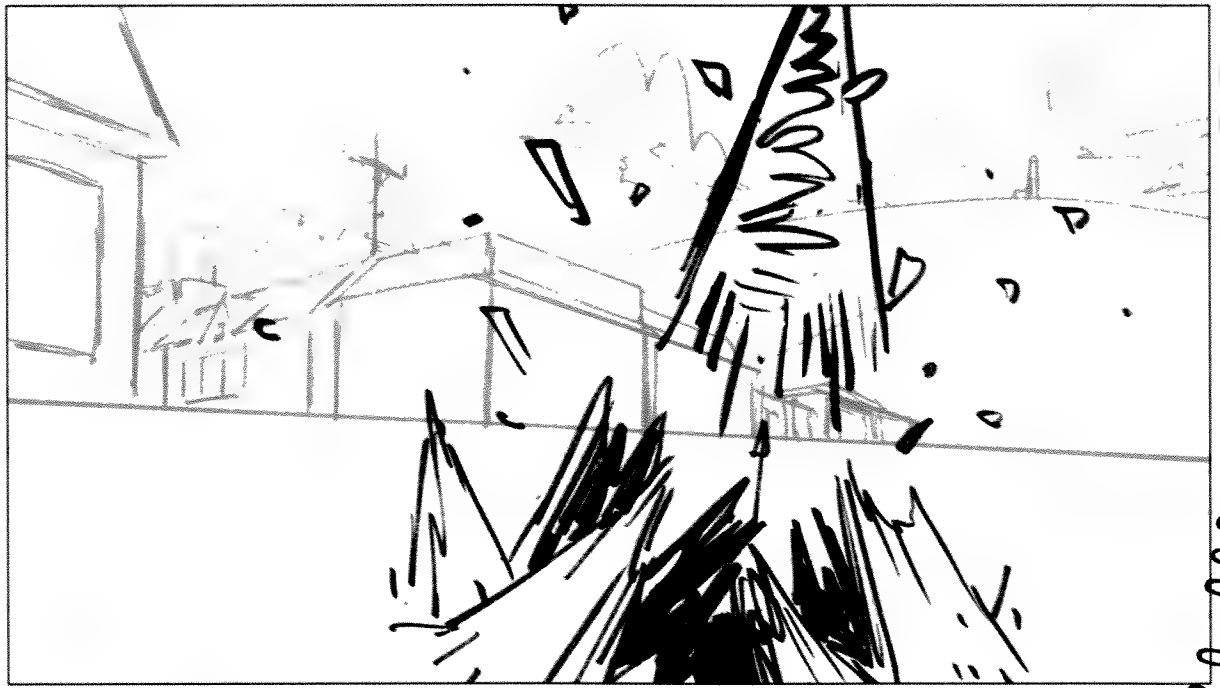
1020-009

Scene 148 Panel 6



Slugging
0.09

Scene 148 Panel 7



Action Notes
Spike shoots up in the foreground

Slugging
0.09

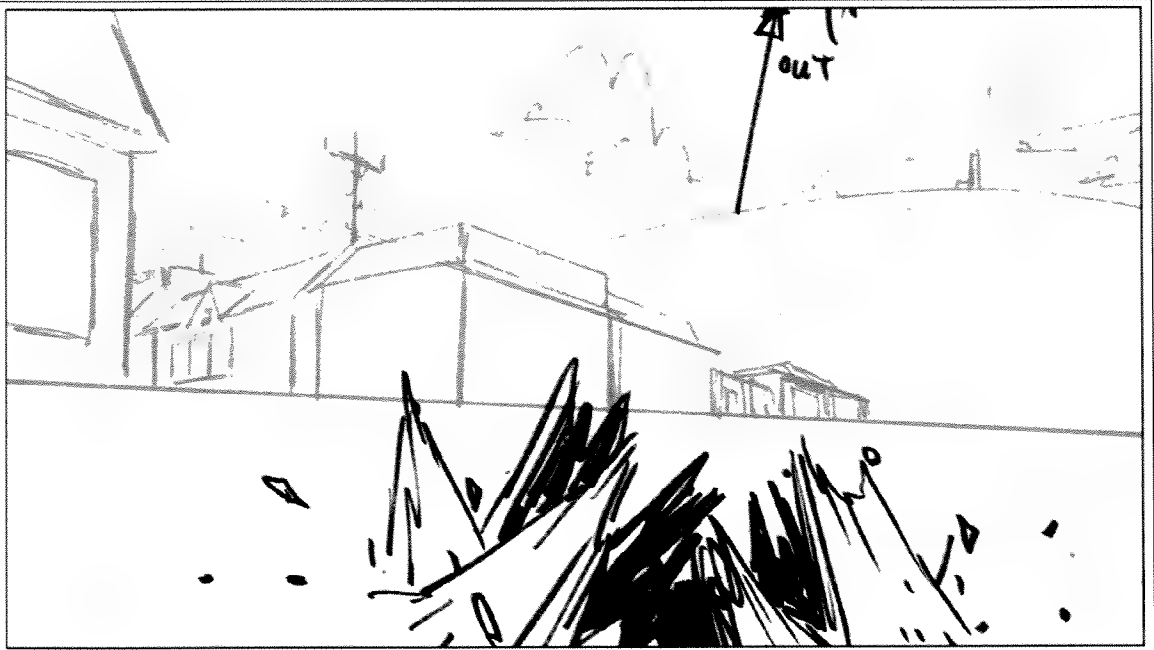
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1020.009

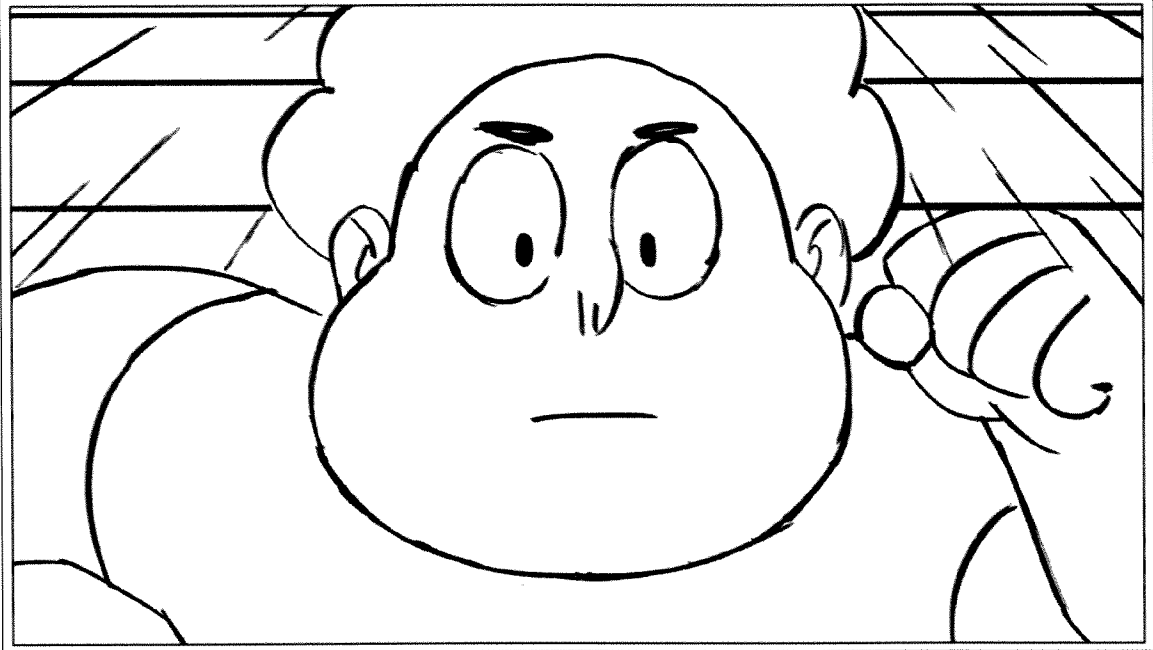
1020.009

Scene	Panel
148	8
CONT	



Slugging
0.09

Scene	Panel
149	1



Slugging
0.05

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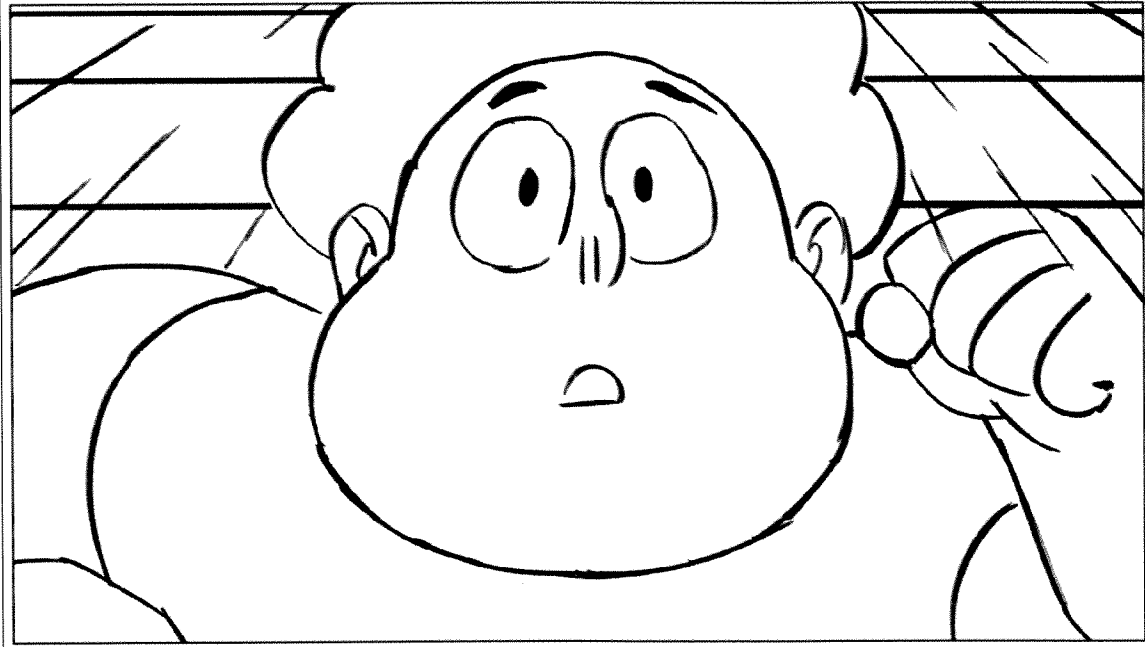
1020.009

Scene	Panel
149	<i>cont</i>
	2



Slugging
0.05

Scene	Panel
149	<i>cont</i>
	3



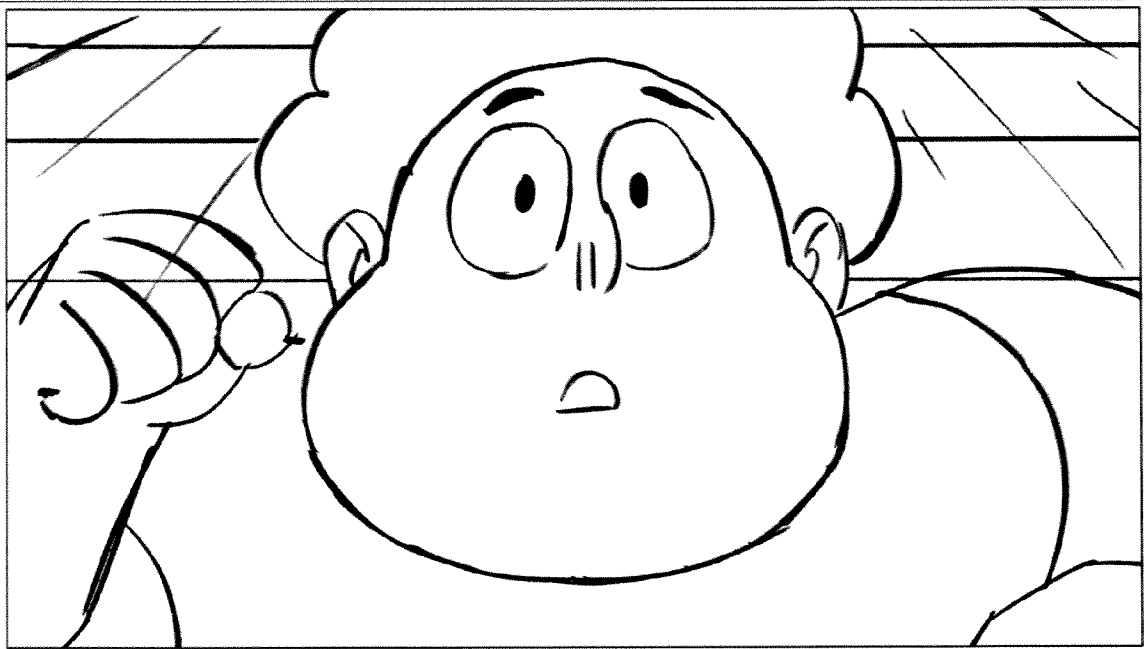
Slugging
0.05

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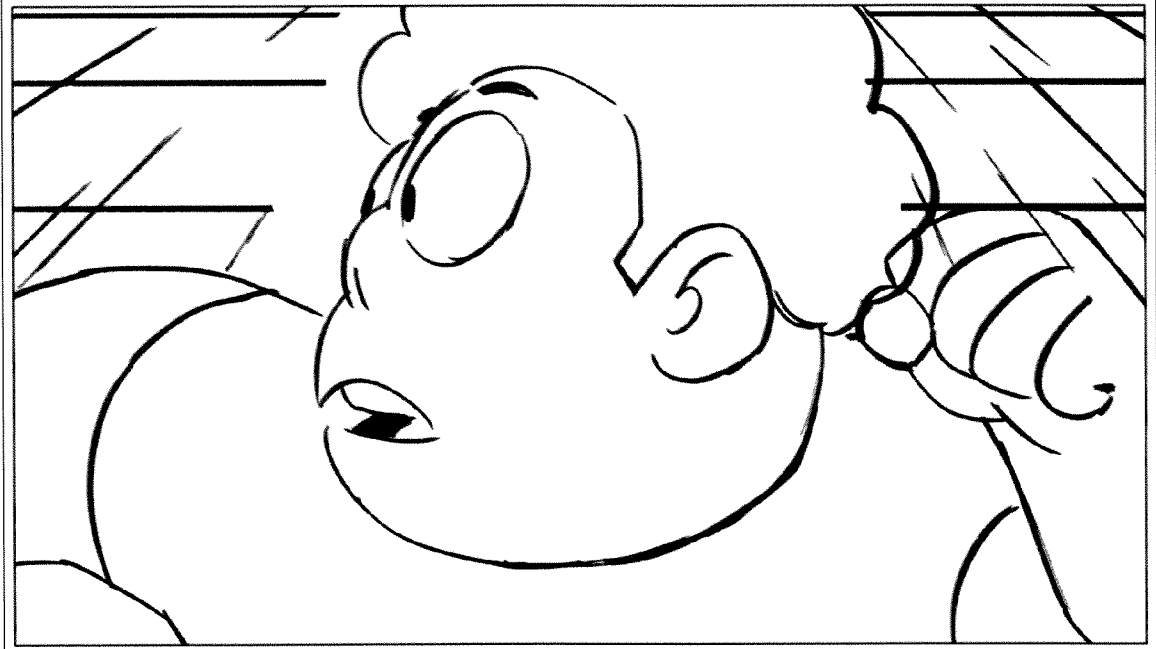
1020-009

Scene	Panel
149	cont
	4



Slugging
0.05

Scene	Panel
149	cont
	5



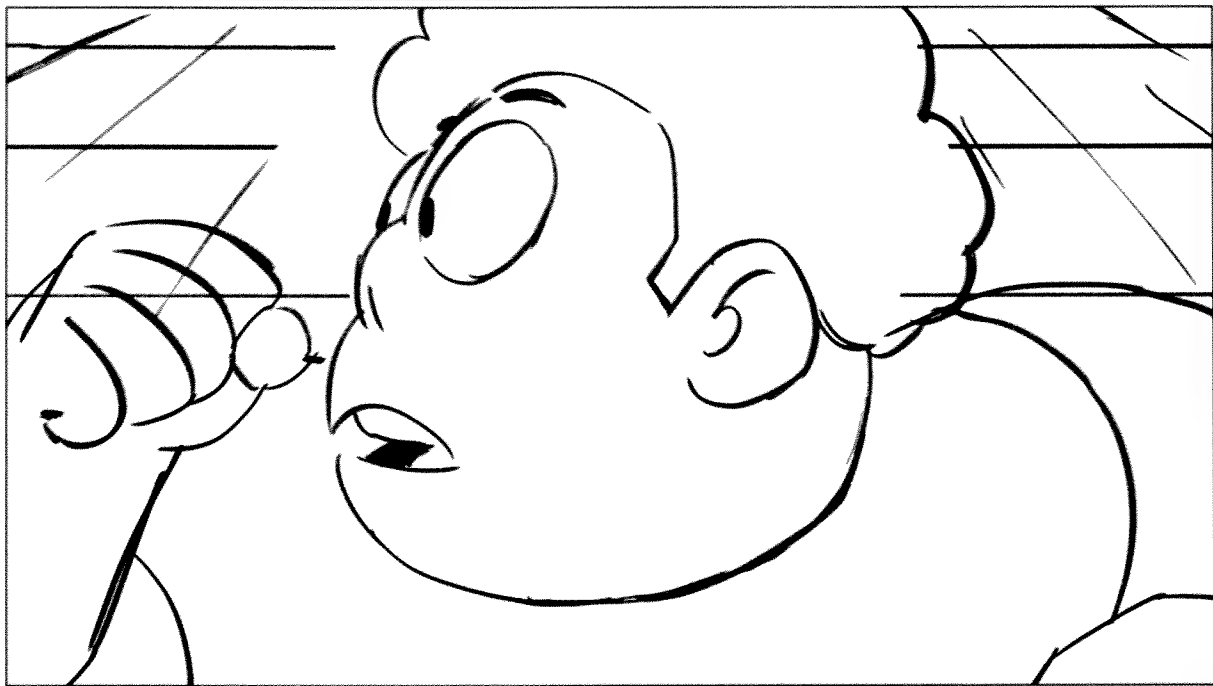
Slugging
0.05

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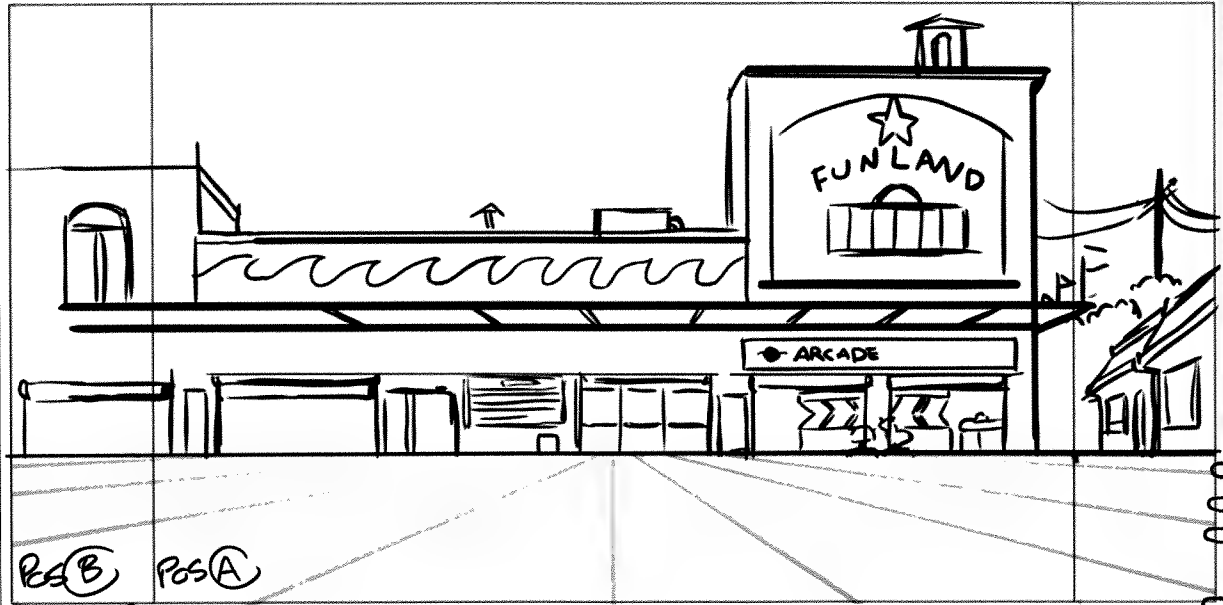
1020-009

Scene	Panel
149	6



Slugging
0.05

Scene	Panel
150	1



Dialog
"MEAT BEAT MANIA"

Slugging
ADJ: 2.04

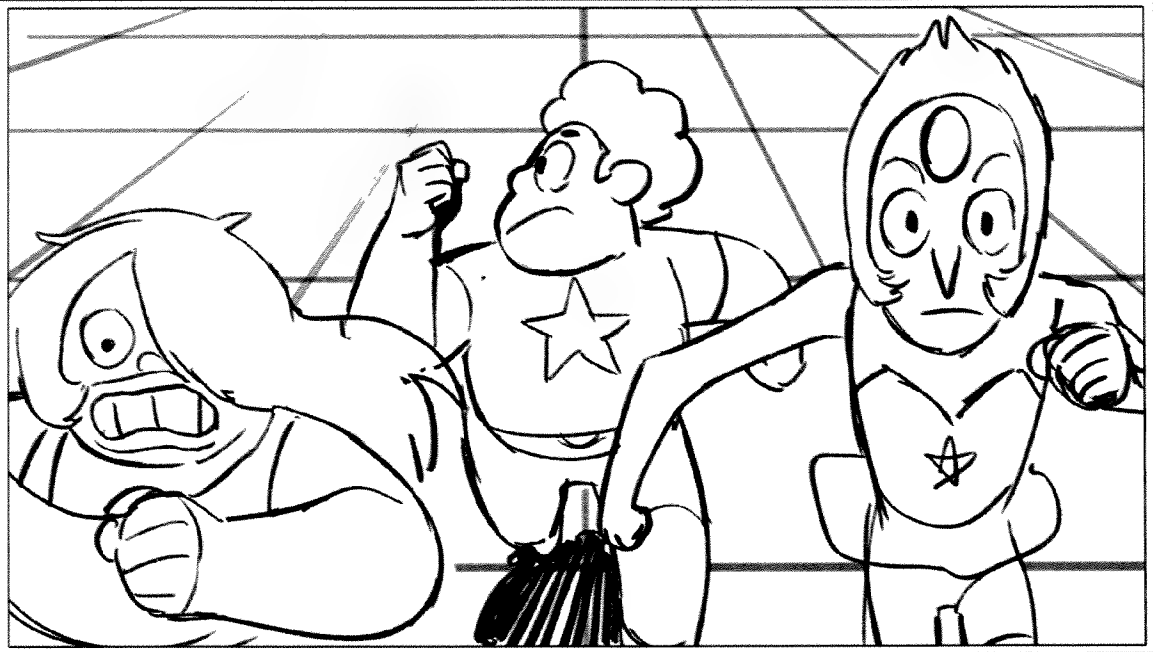
JUN 17 2013

1020.009

1020.009

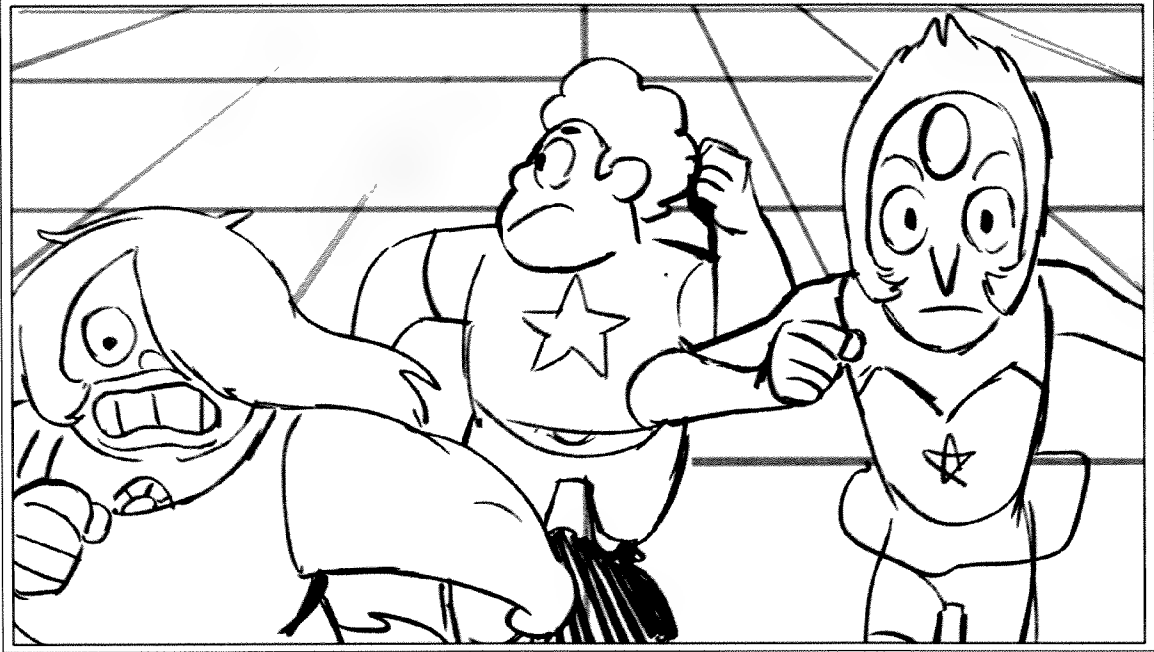
1020.009

Scene	Panel
151	1



Slugging
0.05

Scene	Panel
151	2



Slugging
0.05

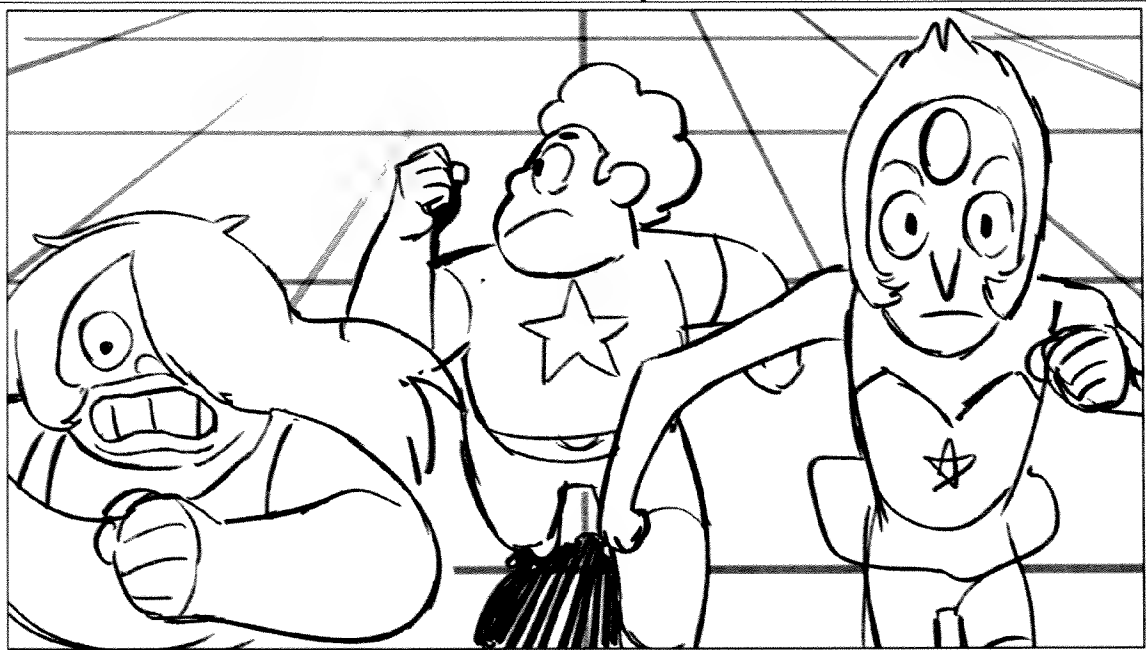
JUN 17 2013

1020.009

1020.009

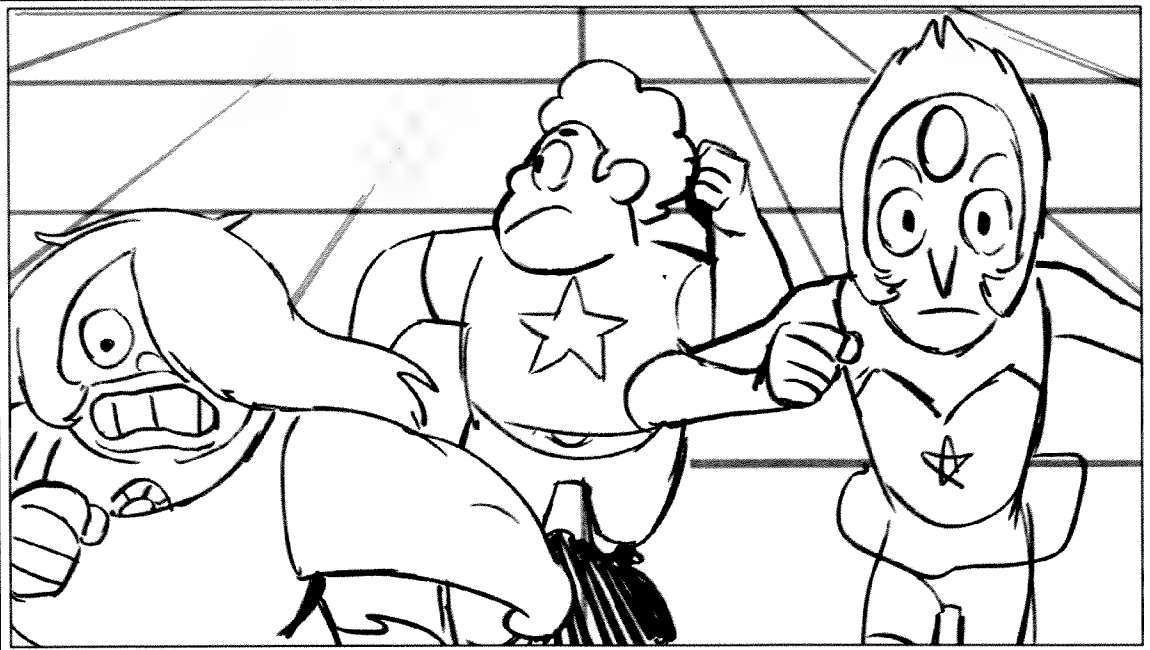
1020.009

Scene	Panel
151	3



Slugging
0.05

Scene	Panel
151	4



Slugging
0.05

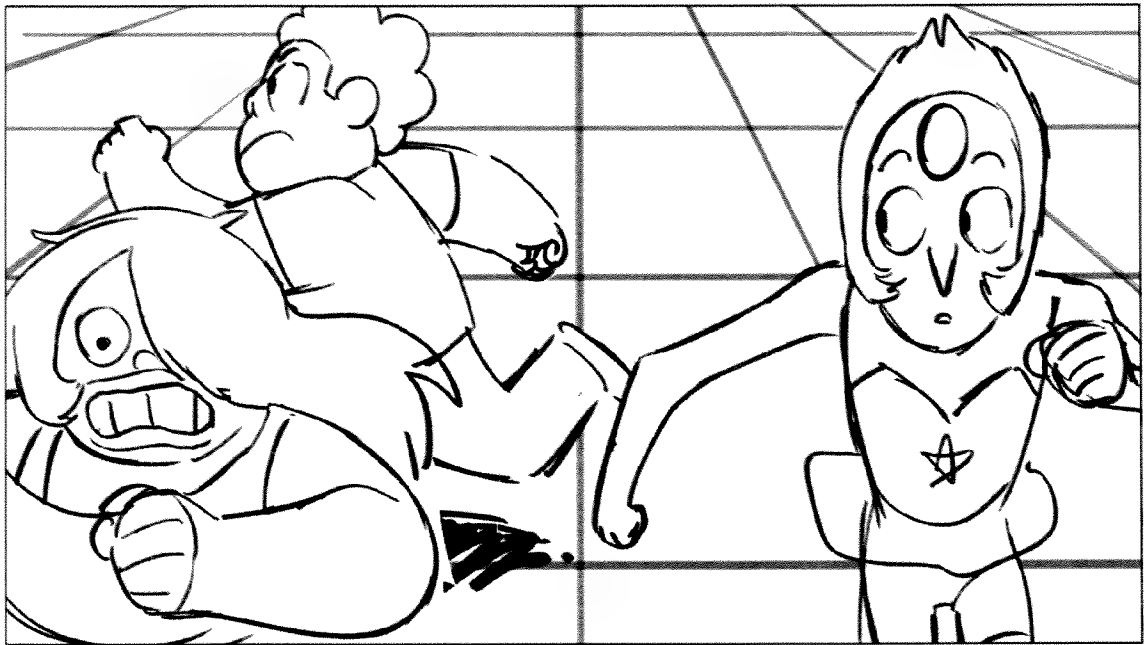
JUN 17 2013

1020.009

1020.009

1020.009

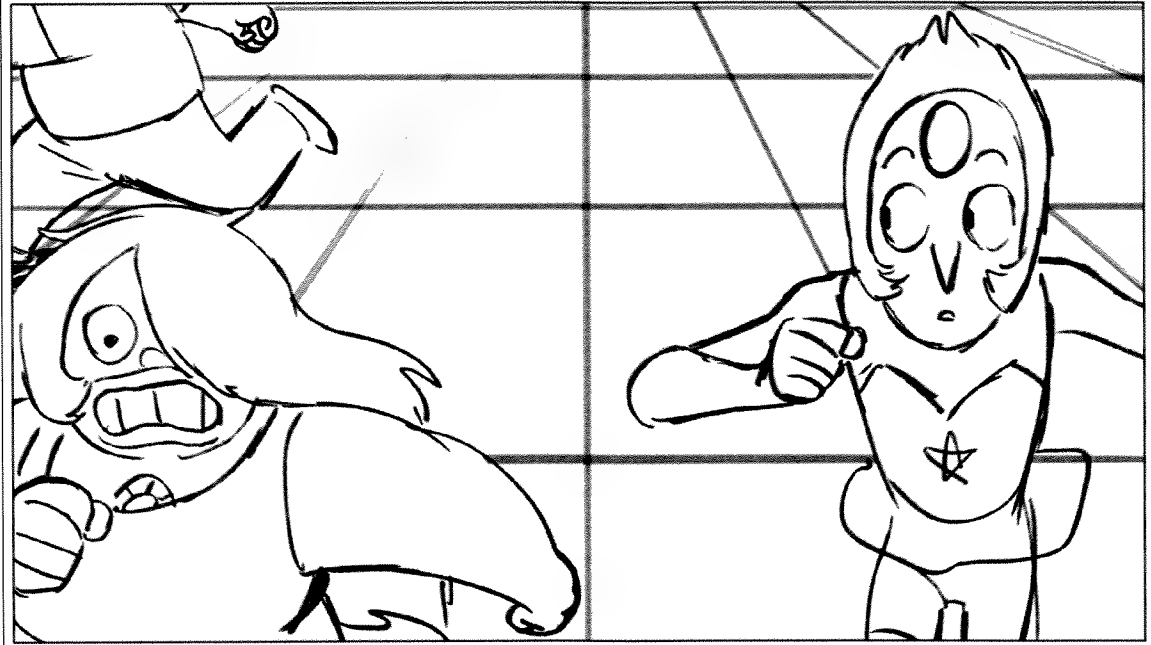
Scene	Panel
151	<i>cont</i> 5



Action Notes
Steven starts running (camera) left

Slugging
0.05

Scene	Panel
151	<i>cont</i> 6



Action Notes
Steven runs out of frame

Slugging
0.05

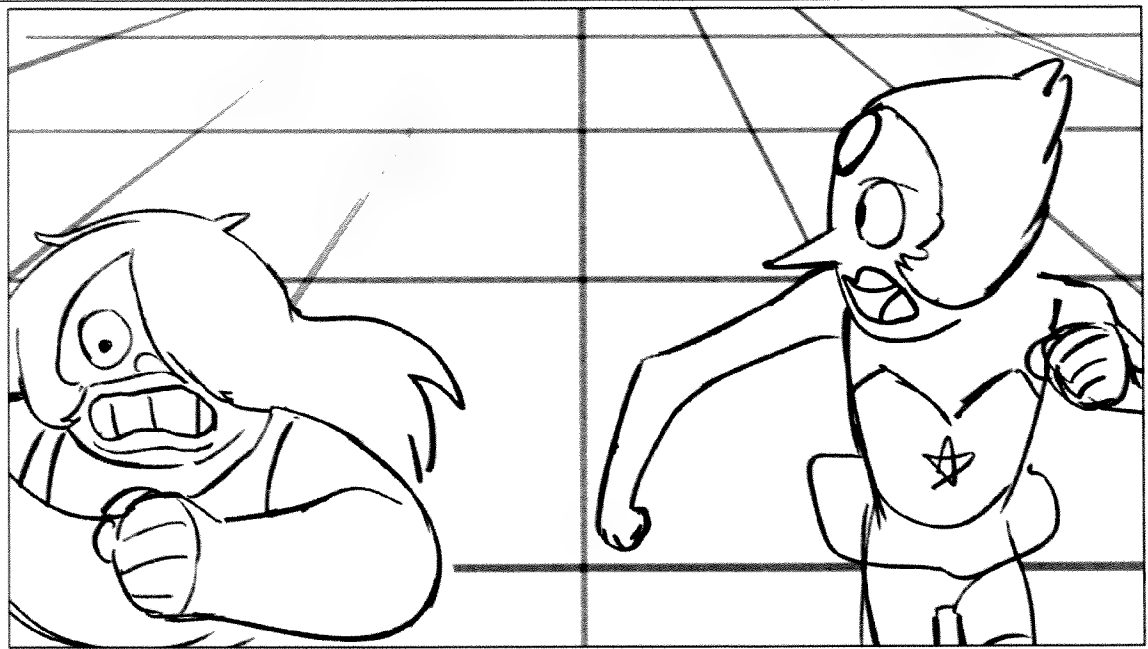
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Scene	Panel
151	CONT 7



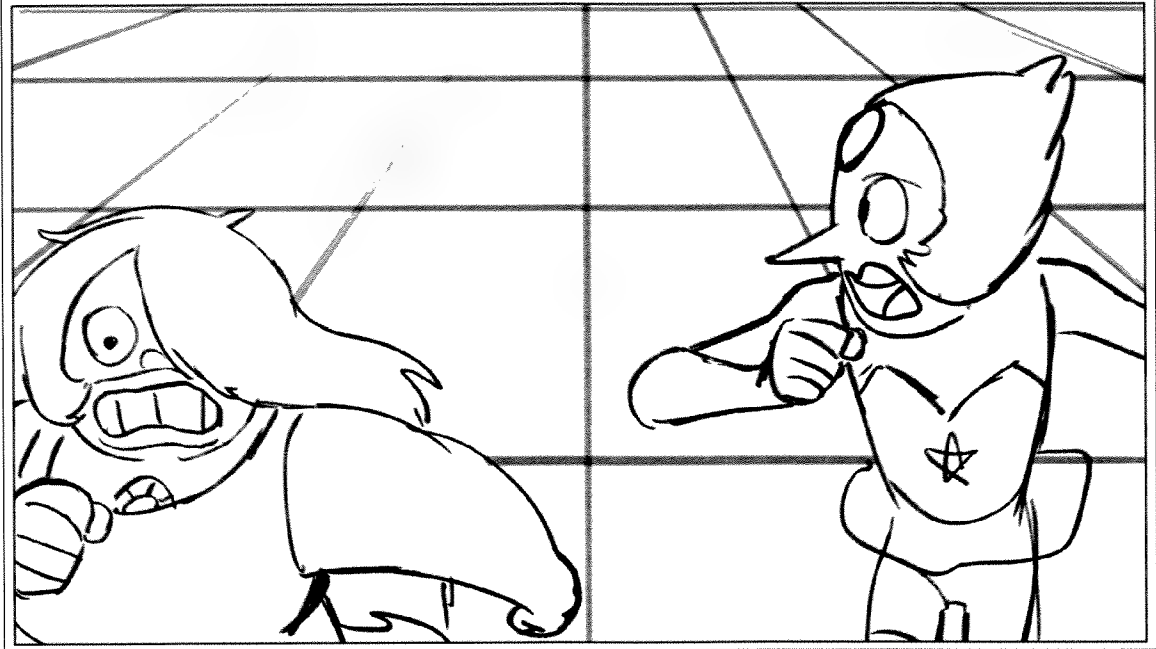
Dialog

PEARL: STEVEN, WHERE ARE YOU GOING?

Slugging

0.05

Scene	Panel
151	CONT 8



Slugging

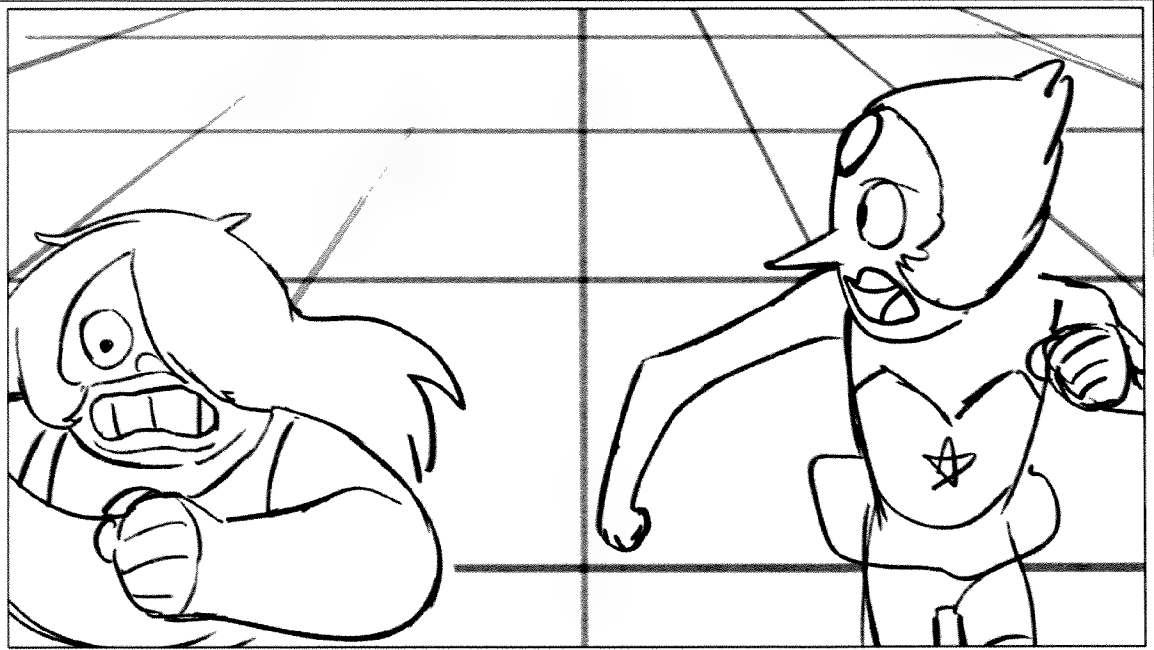
0.05

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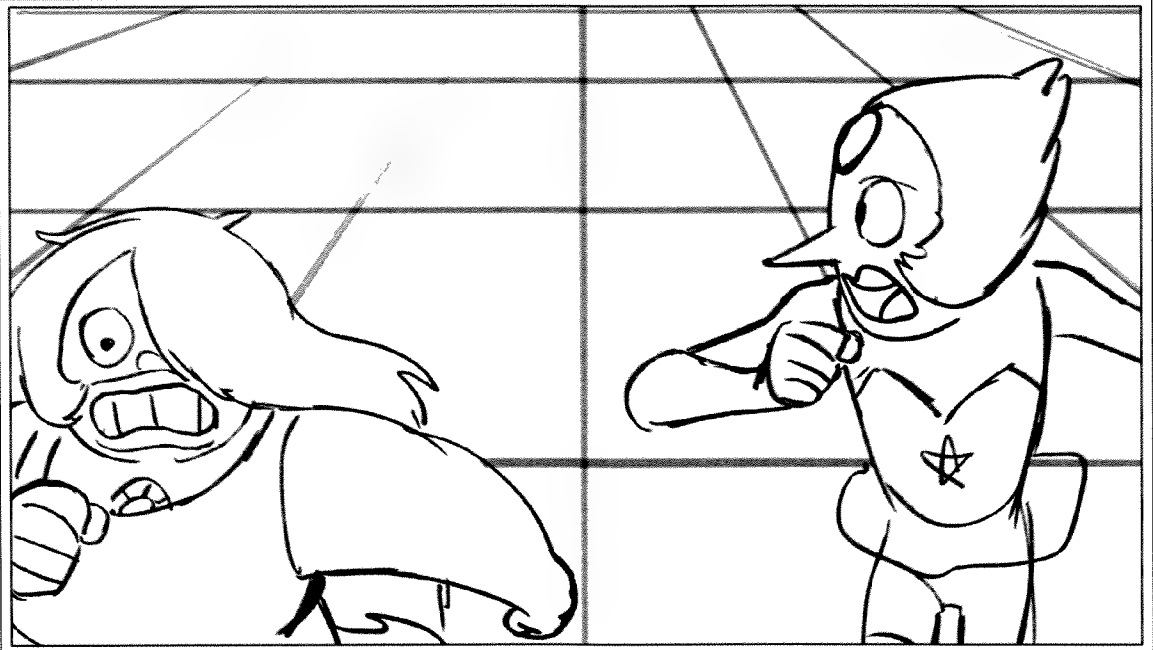
1020-009

Scene	Panel
151	9



Slugging
0.05

Scene	Panel
151	10



Slugging
0.05

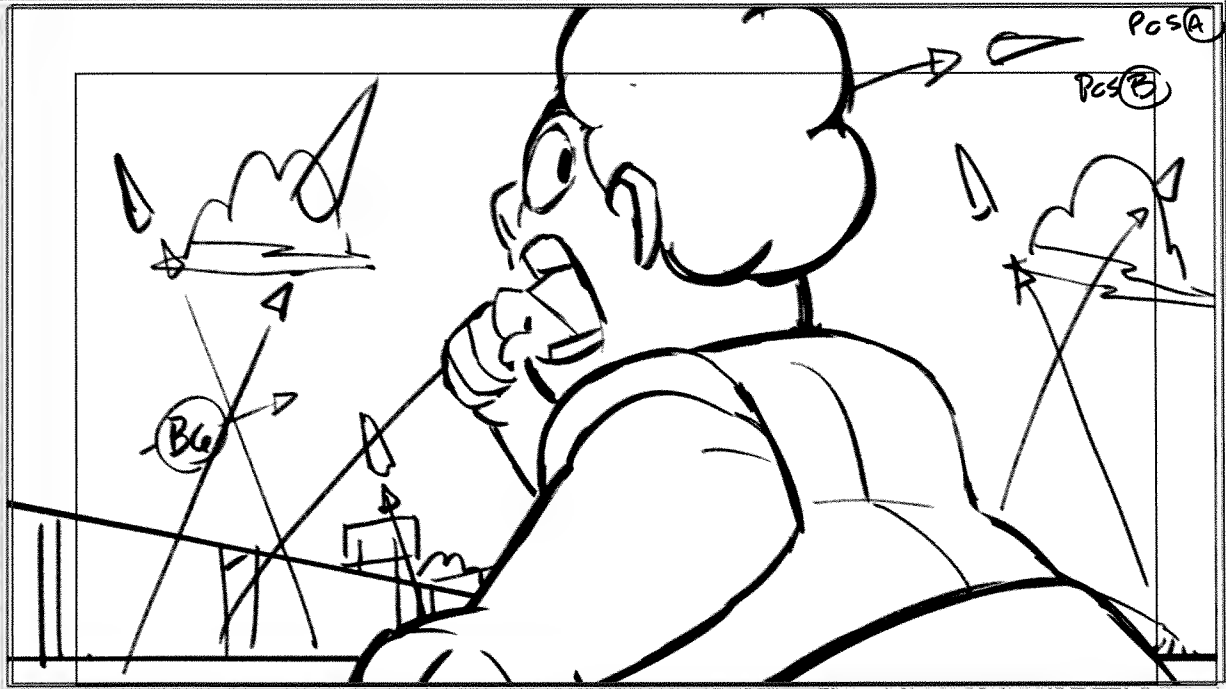
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Scene 152 Panel 1

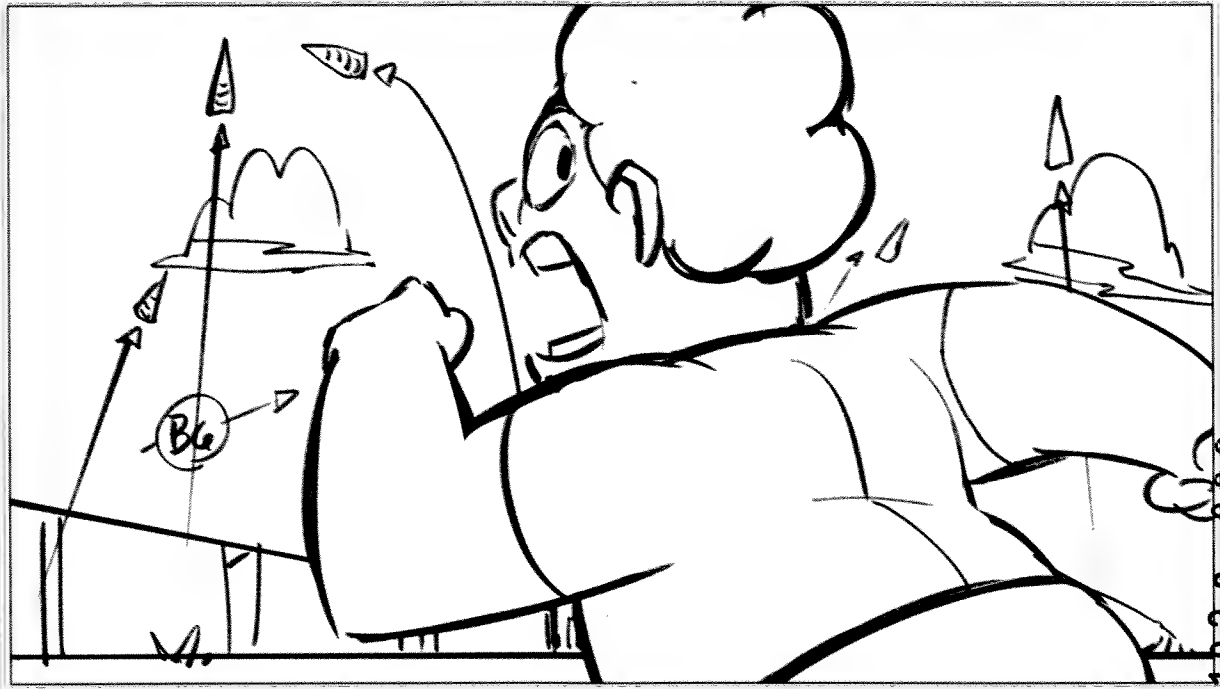


Dialog
STEVEN: TO THE ARCADE!

Action Notes
spike shooting up and flying by in the background

Slugging
0.05

Scene 152 Panel 2



Slugging
0.05

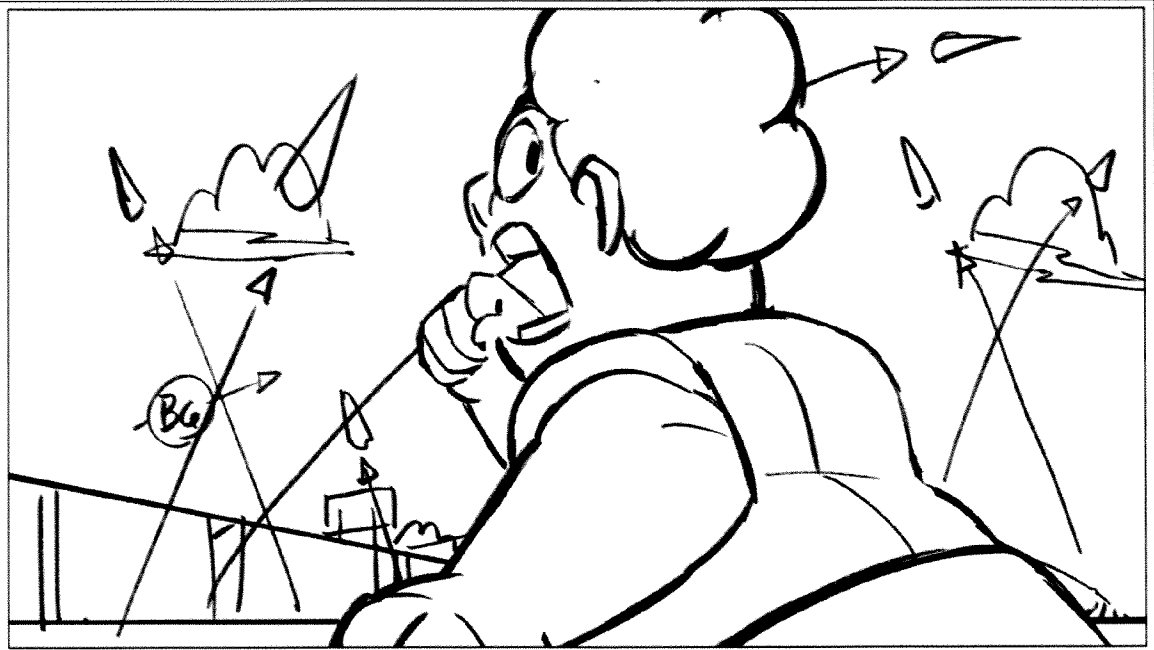
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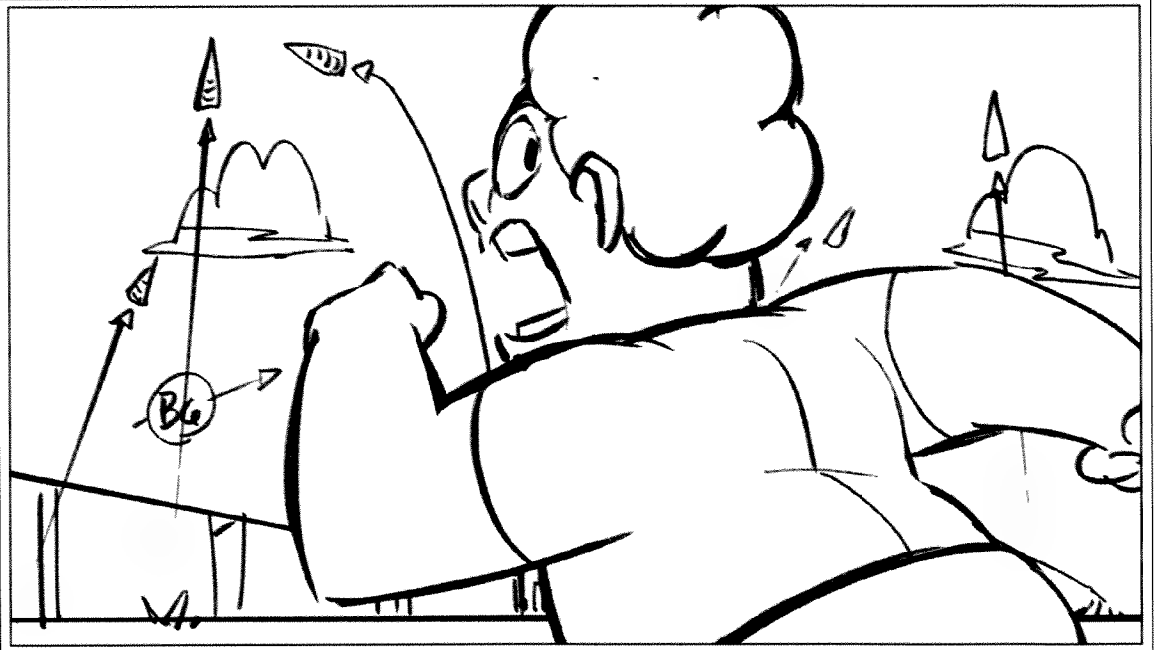
1020-009

Scene 152 Panel 3



Slugging
0.05

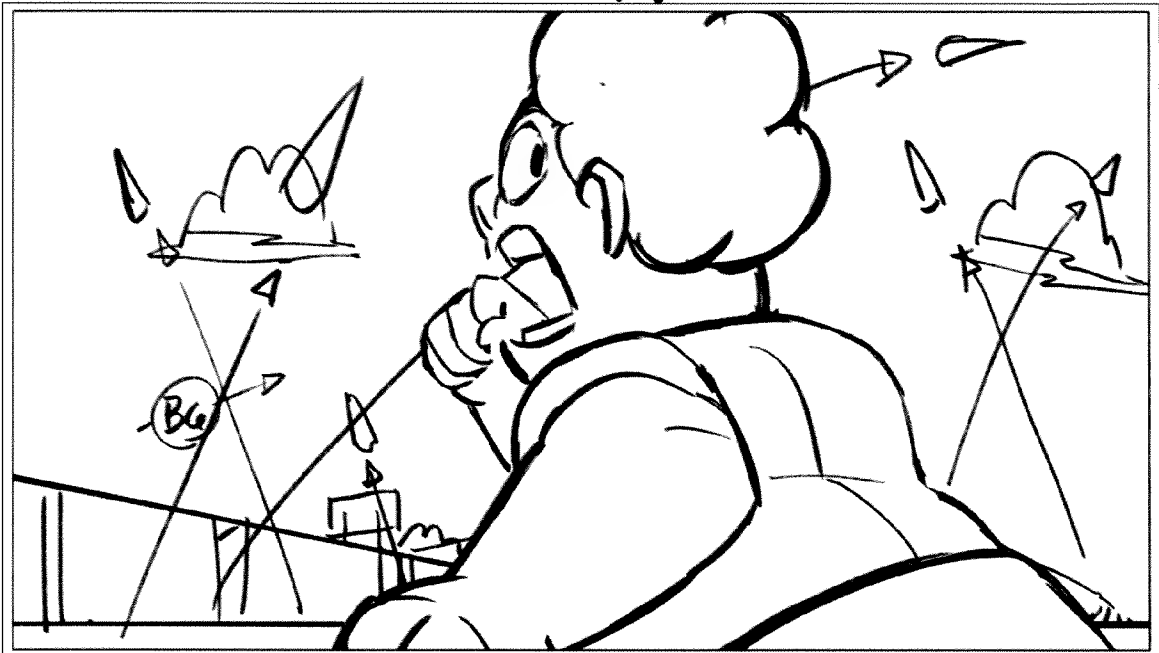
Scene 152 Panel 4



Slugging
0.05

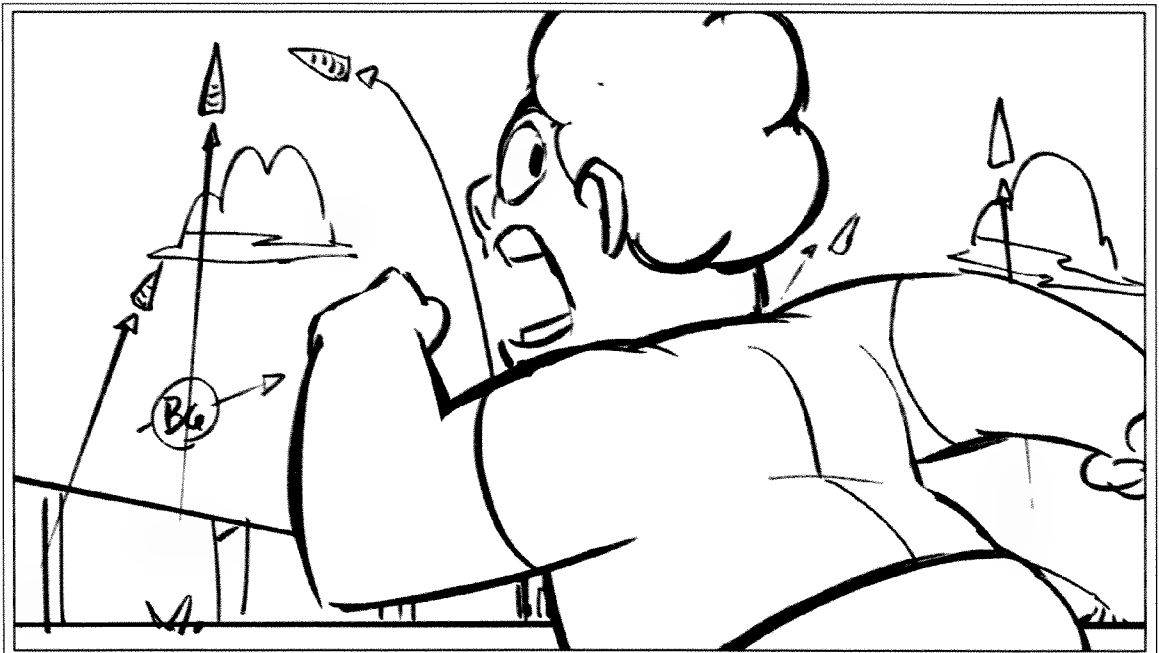
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Scene	Panel
152	CONT 5



Slugging
0.05

Scene	Panel
152	CONT 6



Slugging
0.05

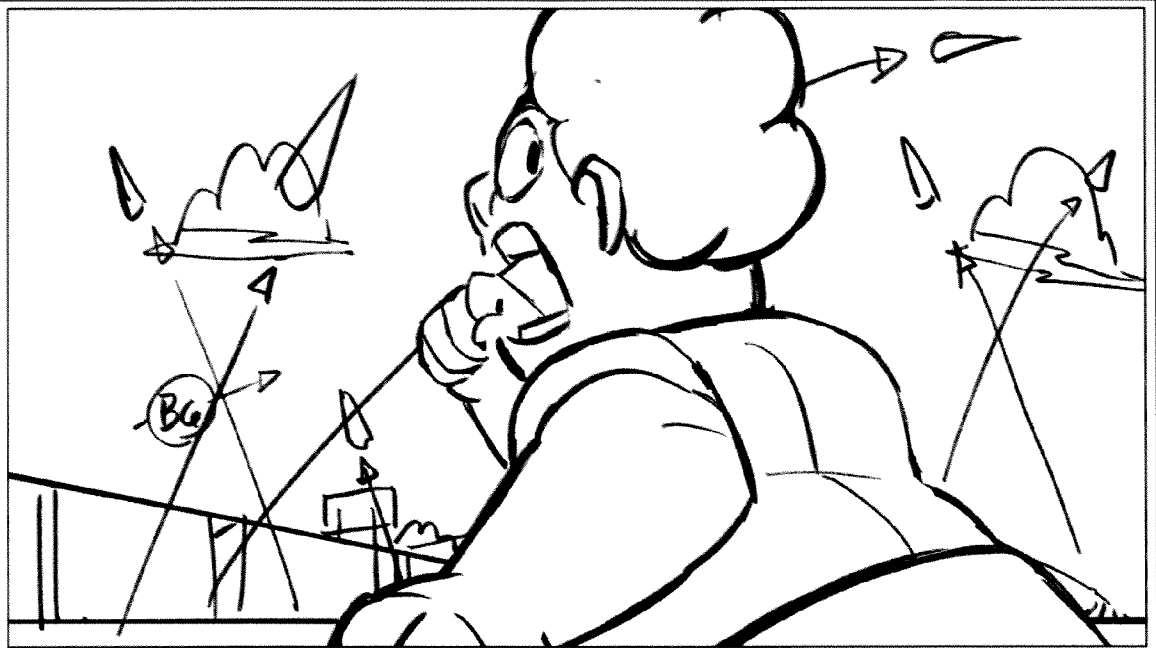
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Scene	Panel
152	7



Slugging
0.05

Scene	Panel
152	8



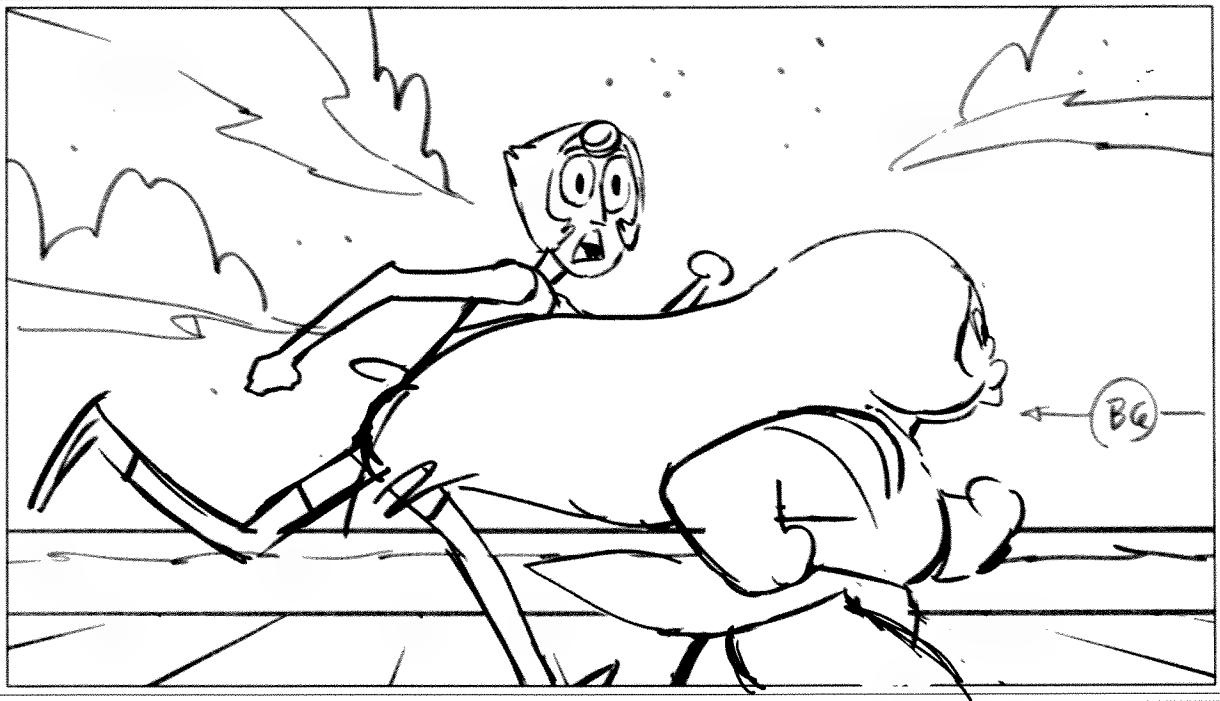
Slugging
0.05

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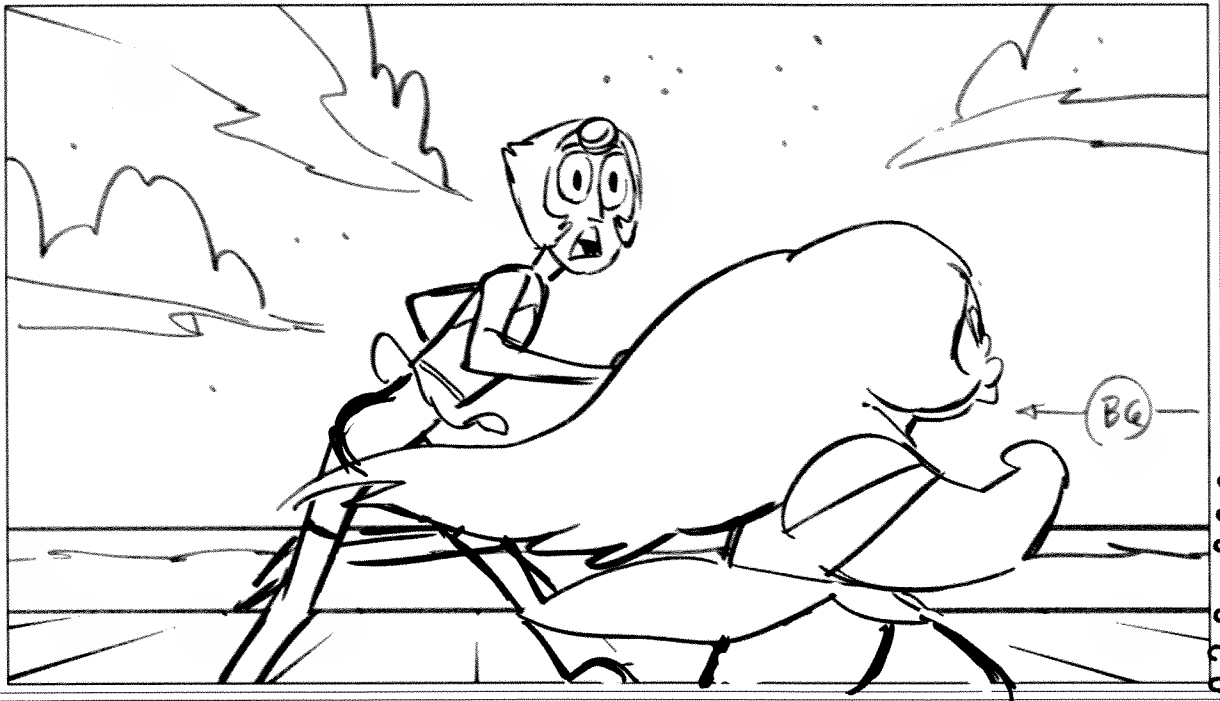
600-0201

Scene 153 Panel 1



Slugging
0.05

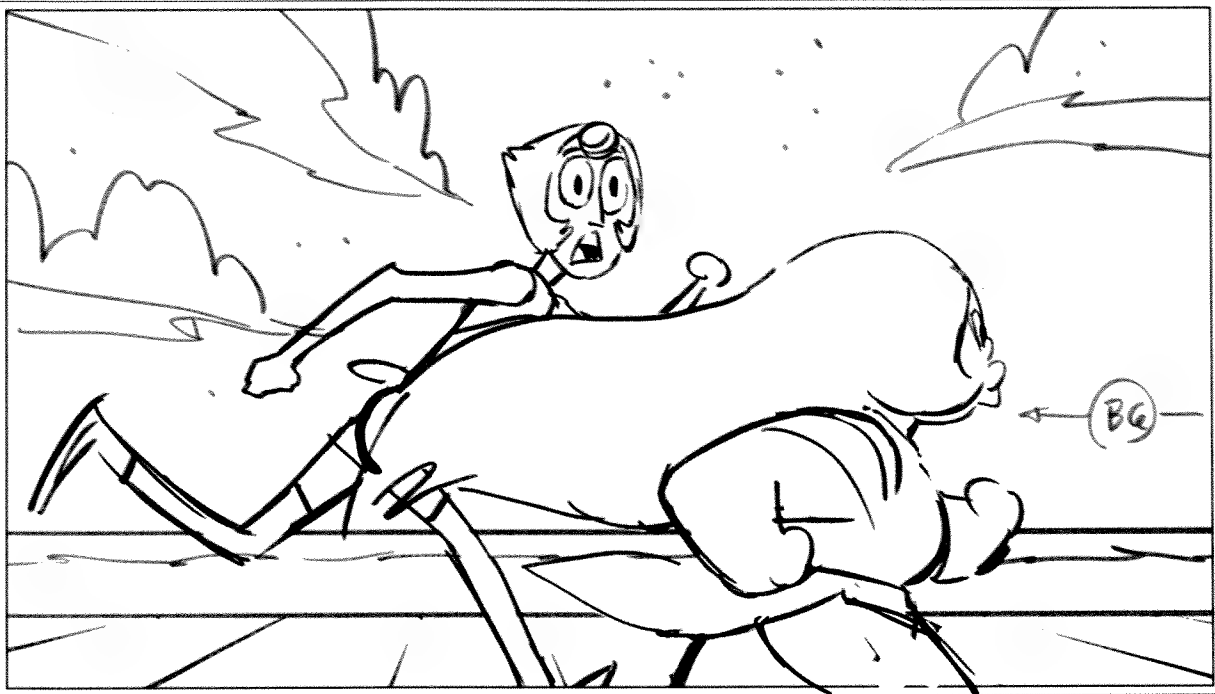
Scene 153 Panel 2



Slugging
0.05

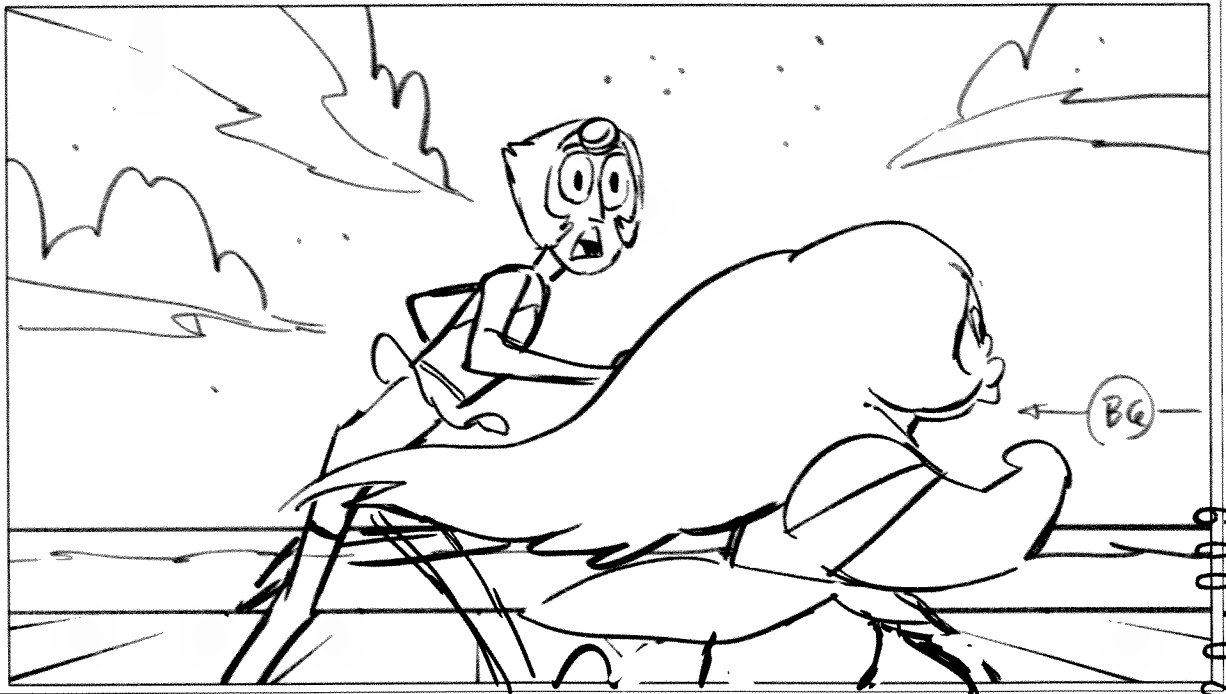
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Scene 153 Panel 3
CONT



Slugging
0.05

Scene 153 Panel 4
CONT



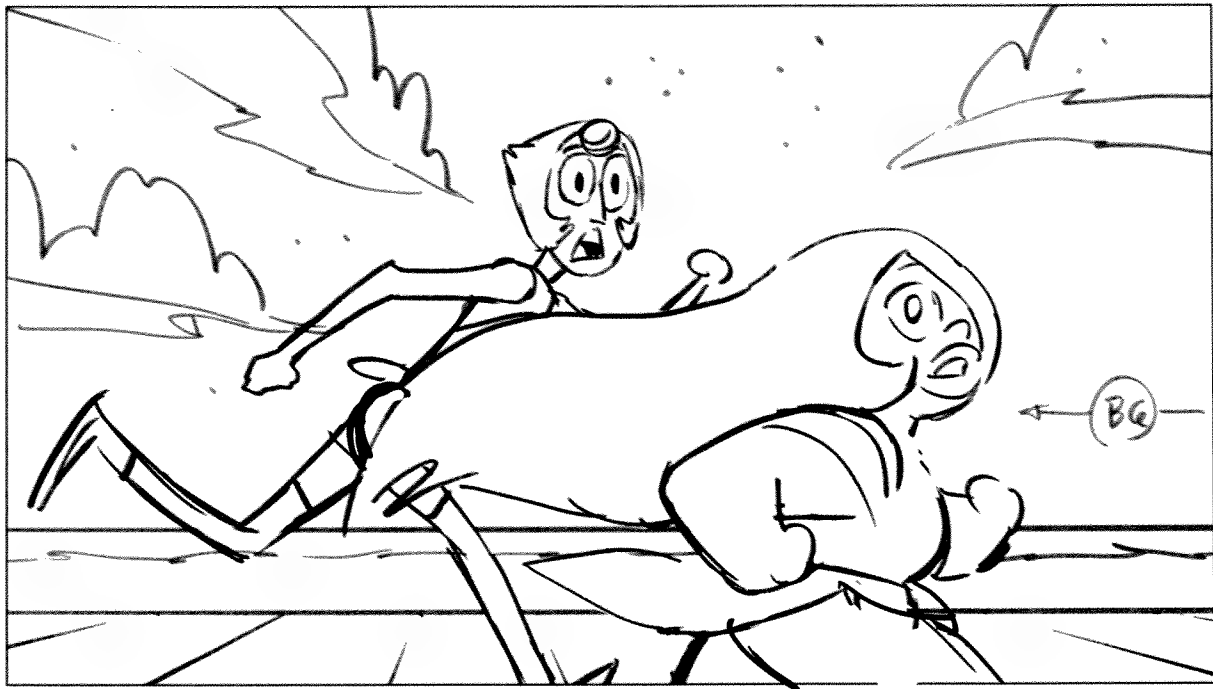
Slugging
0.05

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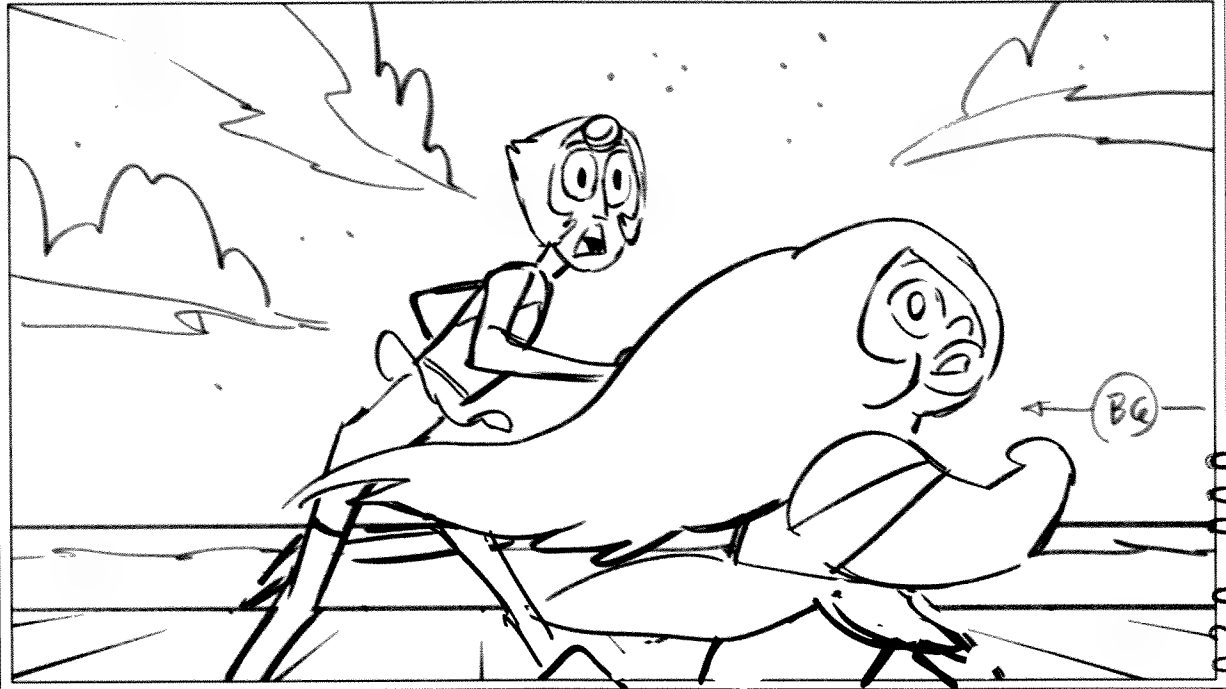
Scene 153 Panel 5



Dialog
PEARL: WHAT?!

Slugging
0.05

Scene 153 Panel 6



Slugging
0.05

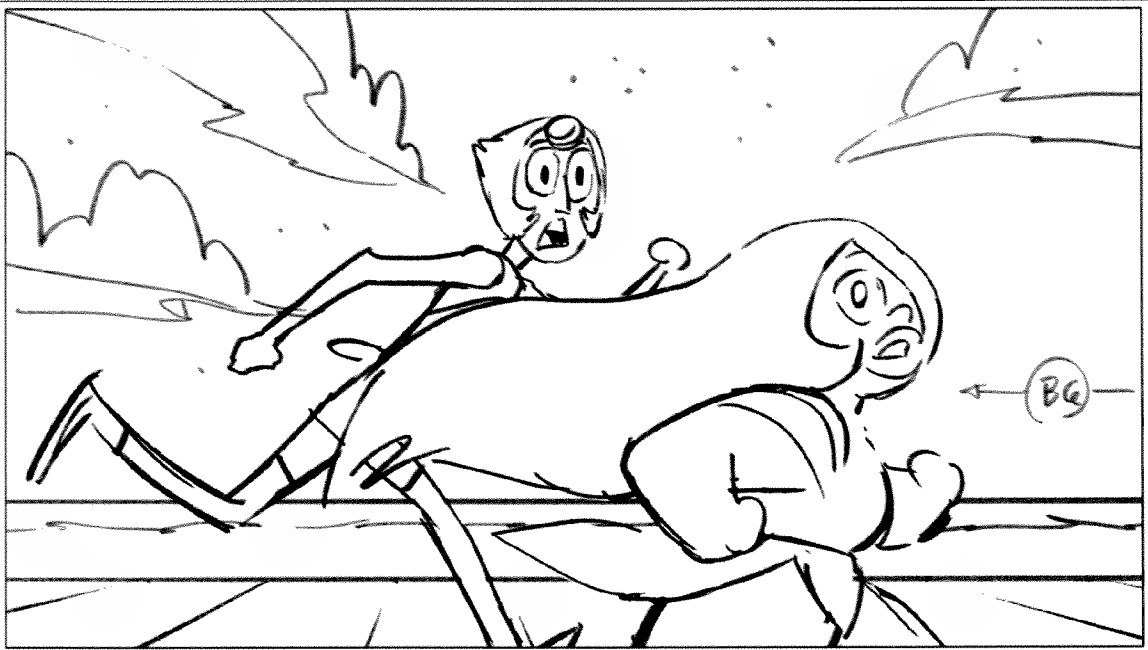
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1020.009

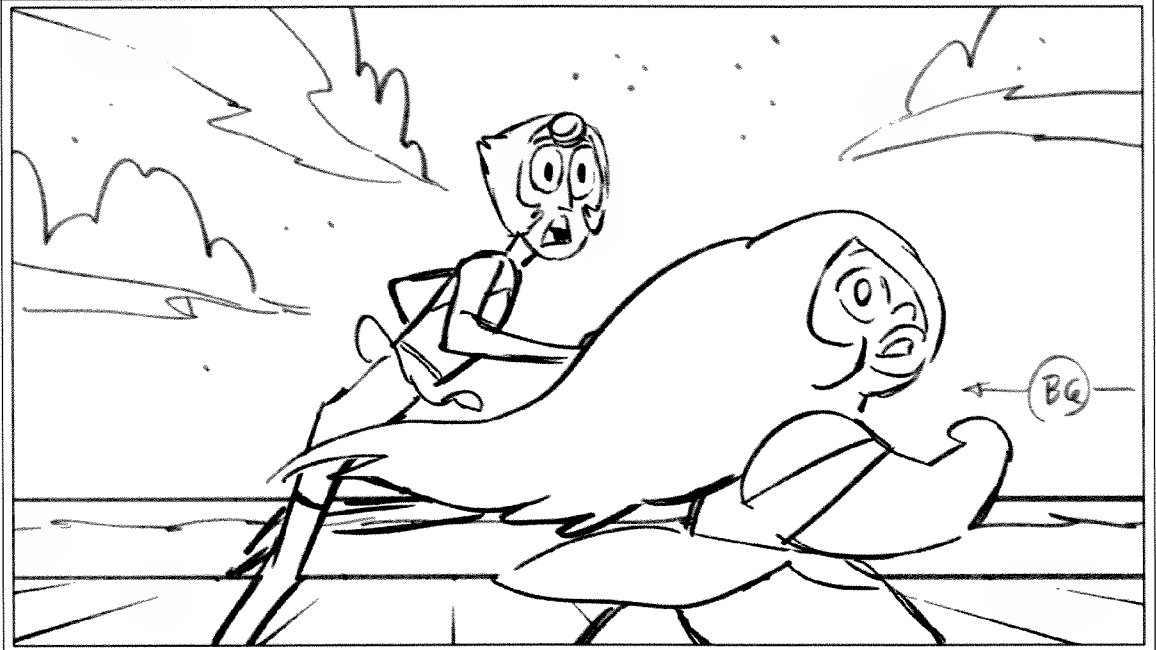
600.020

Scene 153 Panel 7
cont



Slugging
0.05

Scene 153 Panel 8
cont



Slugging
0.05

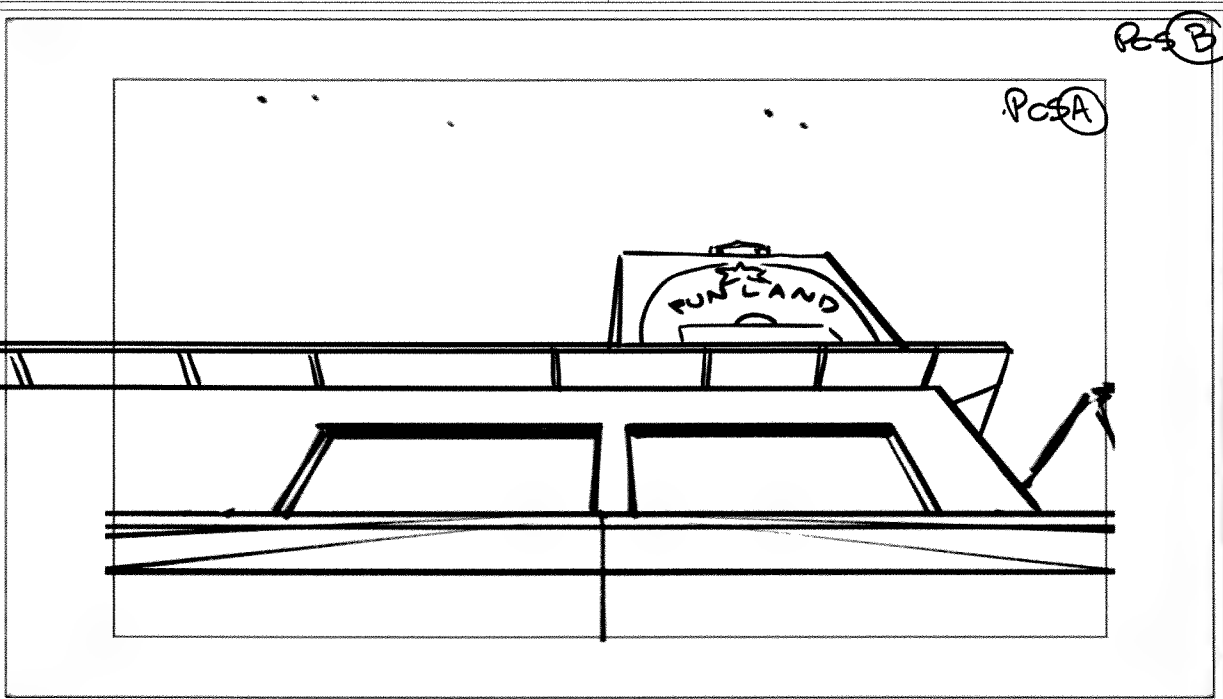
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1020-009

Scene 154 Panel 1

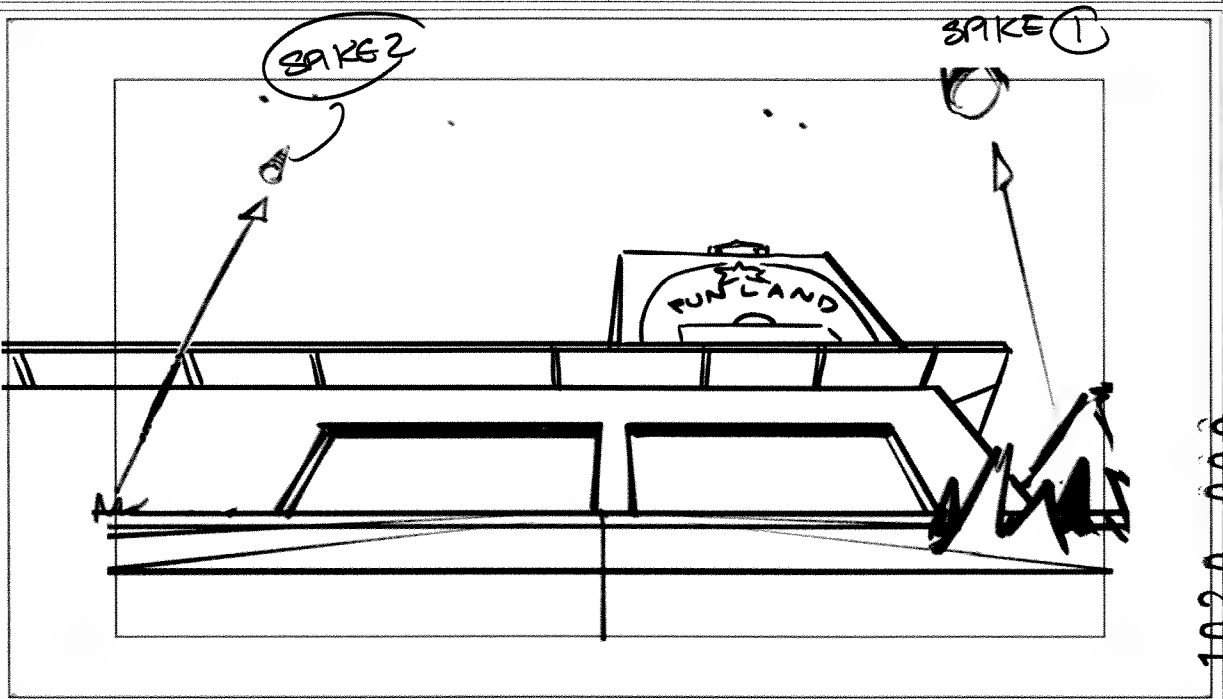


Slugging

ADJ: 0.05

ADJ from panel 1 through 7.

Scene 154 Panel 2



Action Notes

Spikes shoot out of the boardwalk

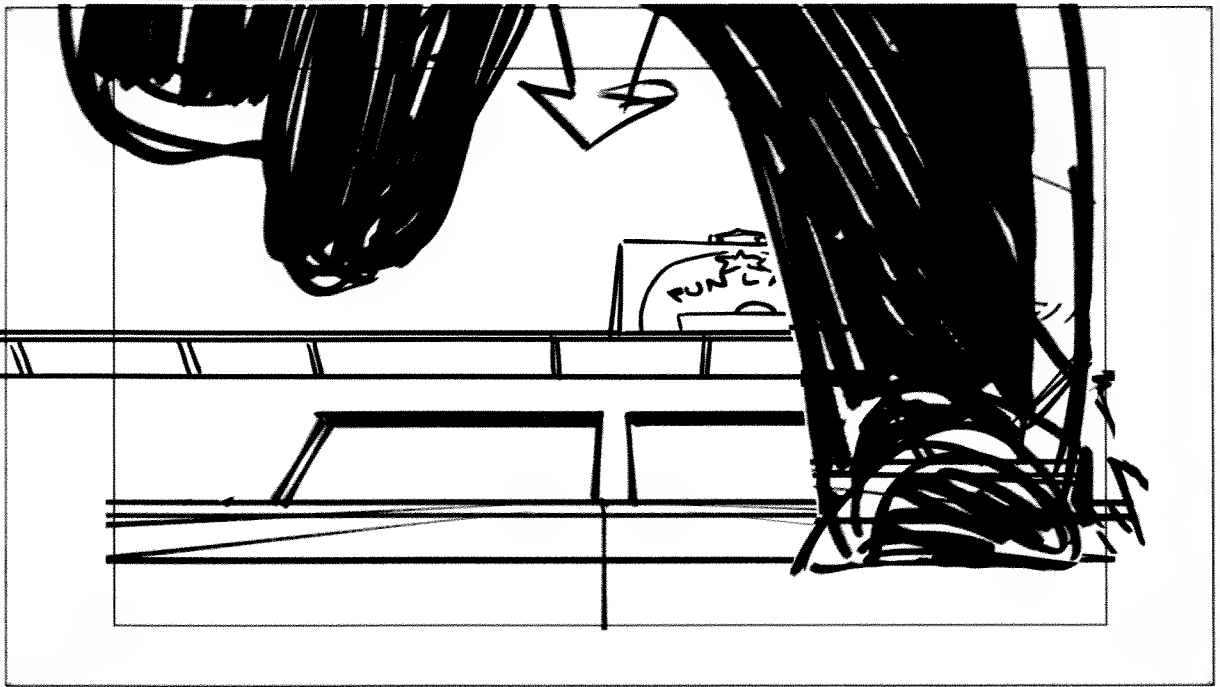
Slugging

ADJ: 0.05

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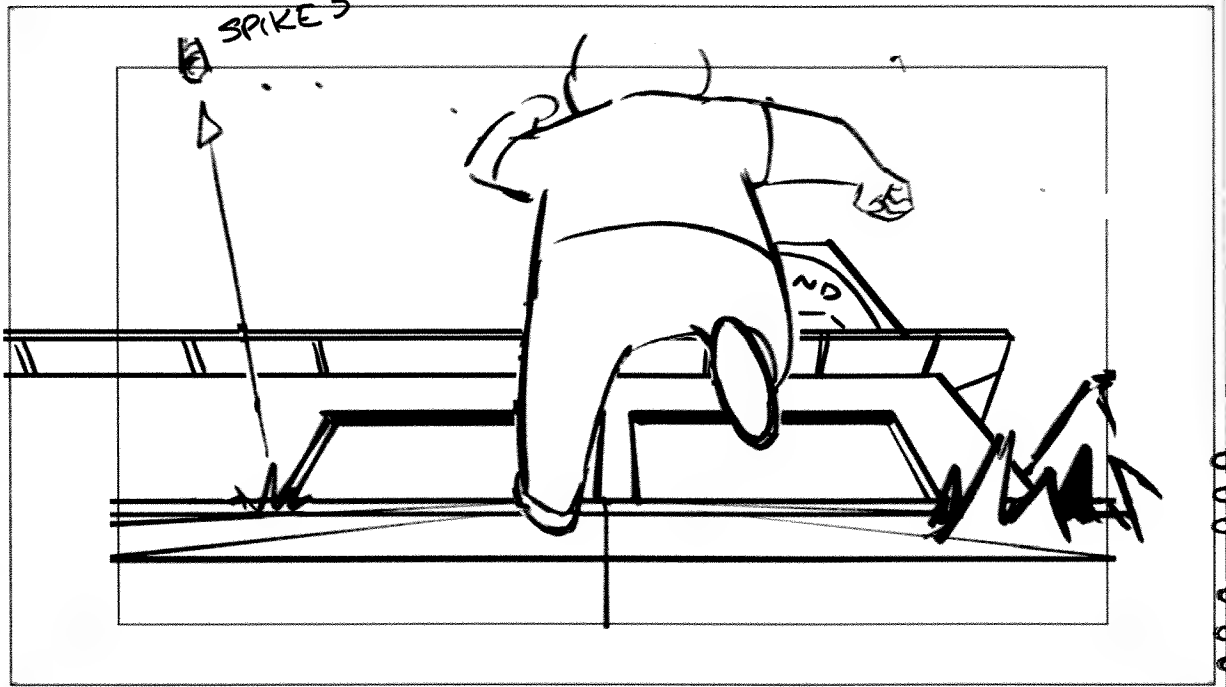
Scene 154 CONT Panel 3



Action Notes
Steven runs into frame

Slugging
ADJ: 0.05

Scene 154 CONT Panel 4



Action Notes
Spikes flying by in the air

Slugging
ADJ: 0.05

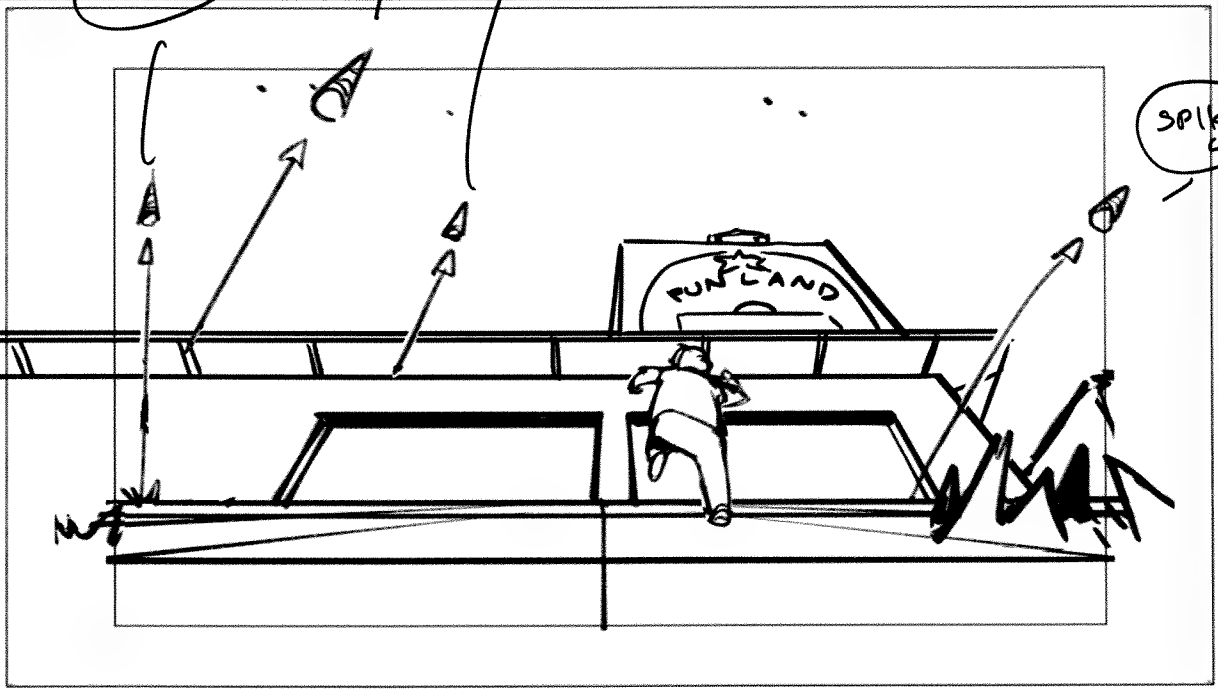
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1020.009

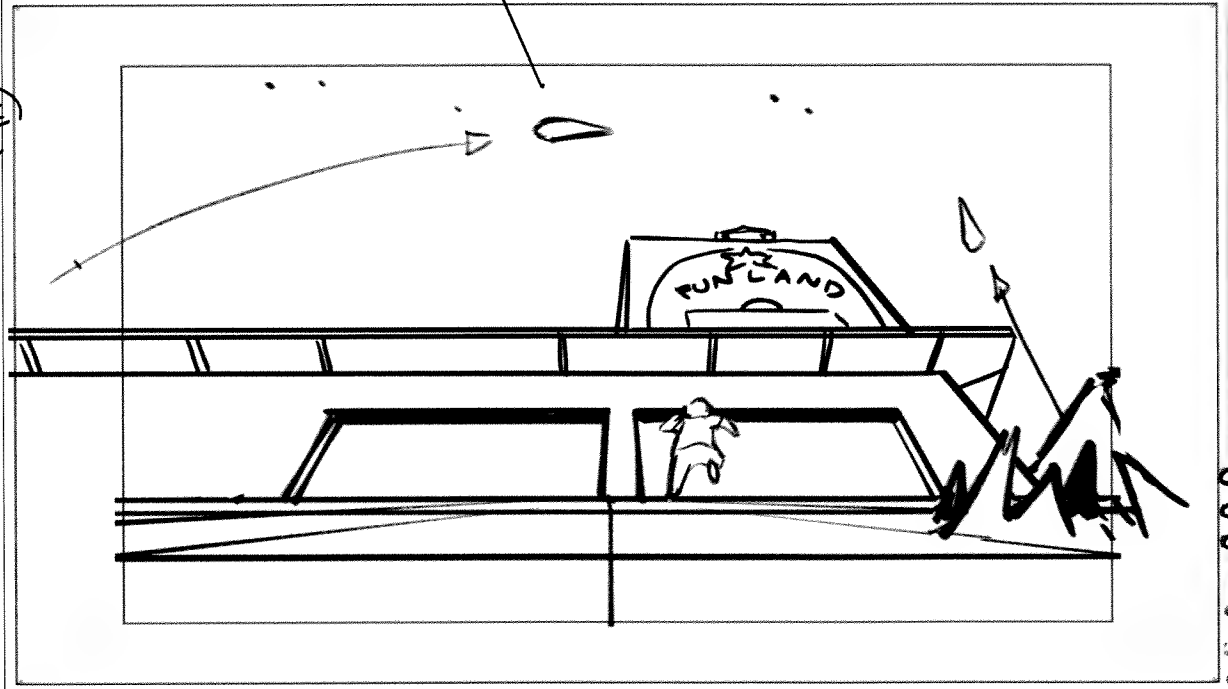
Scene 154 Panel 5
SPIKE 6
SPIKE 5
SPIKE 7
CONT



Action Notes
more spikes shoot from the ground

Slugging
ADJ: 0.05

Scene 154 Panel 6
SPIKE 8
SPIKE 9
CONT



Slugging
ADJ: 0.05

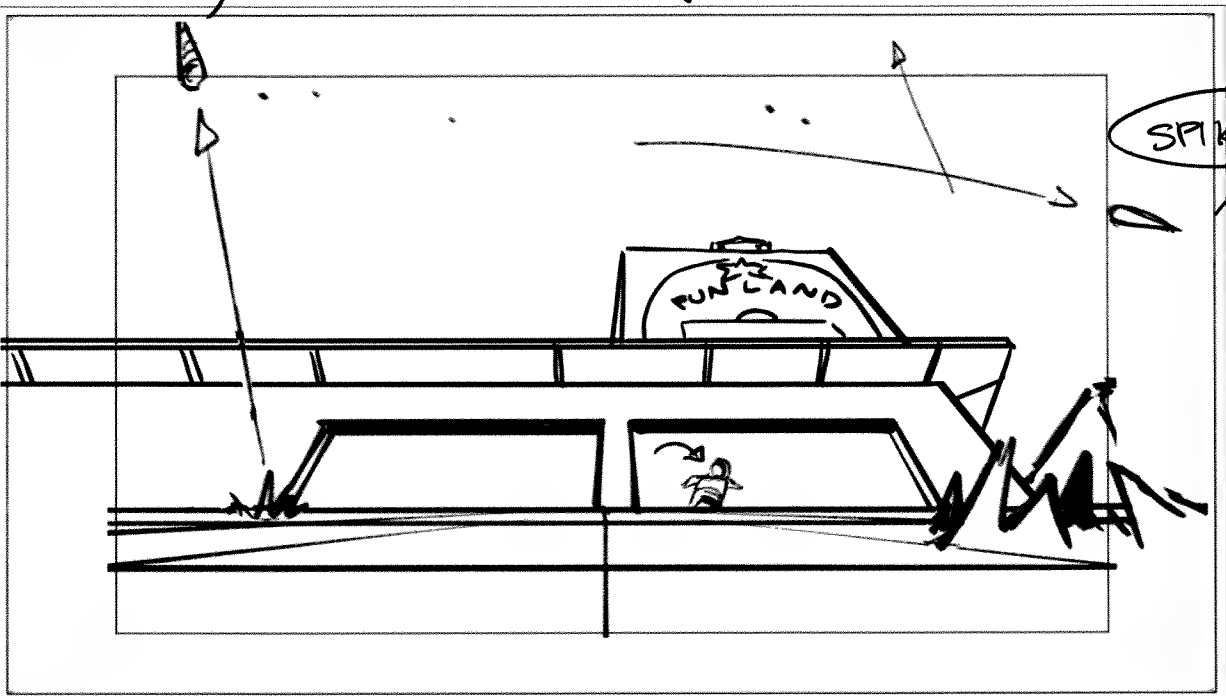
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1020.009

1020.009

Scene 10 Panel 7
154 cont



Action Notes
Steven runs into arcade turning right

Slugging
ADJ: 0.05

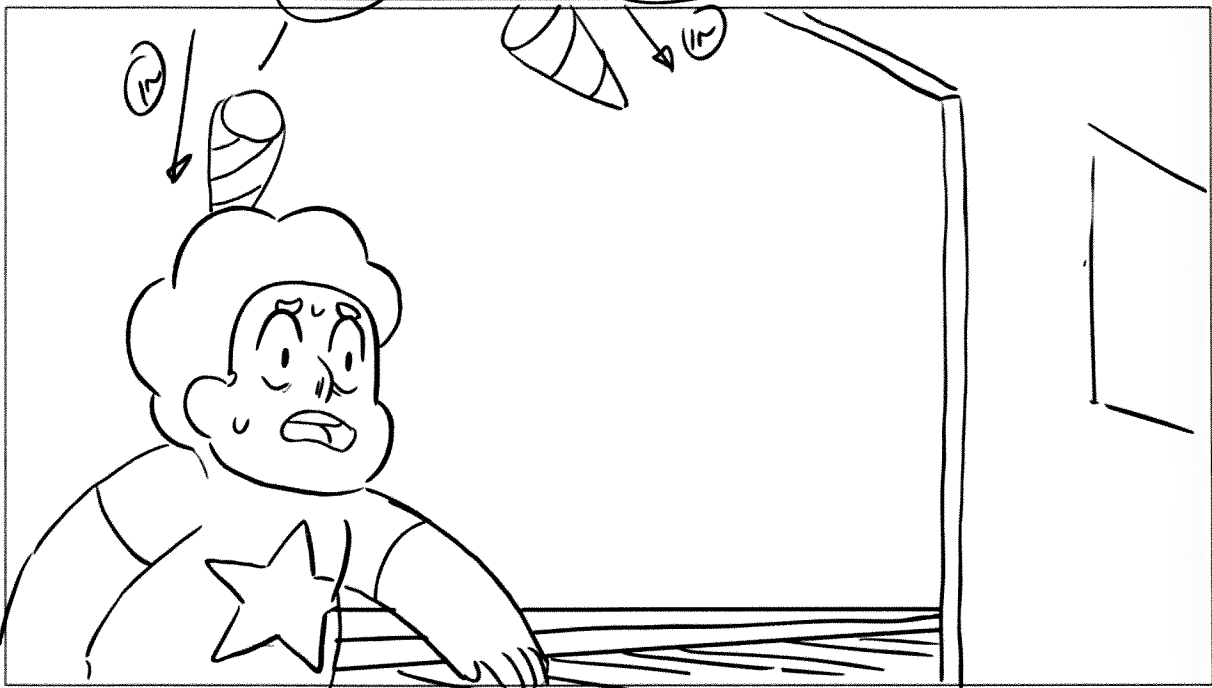
1020.009

1020.009

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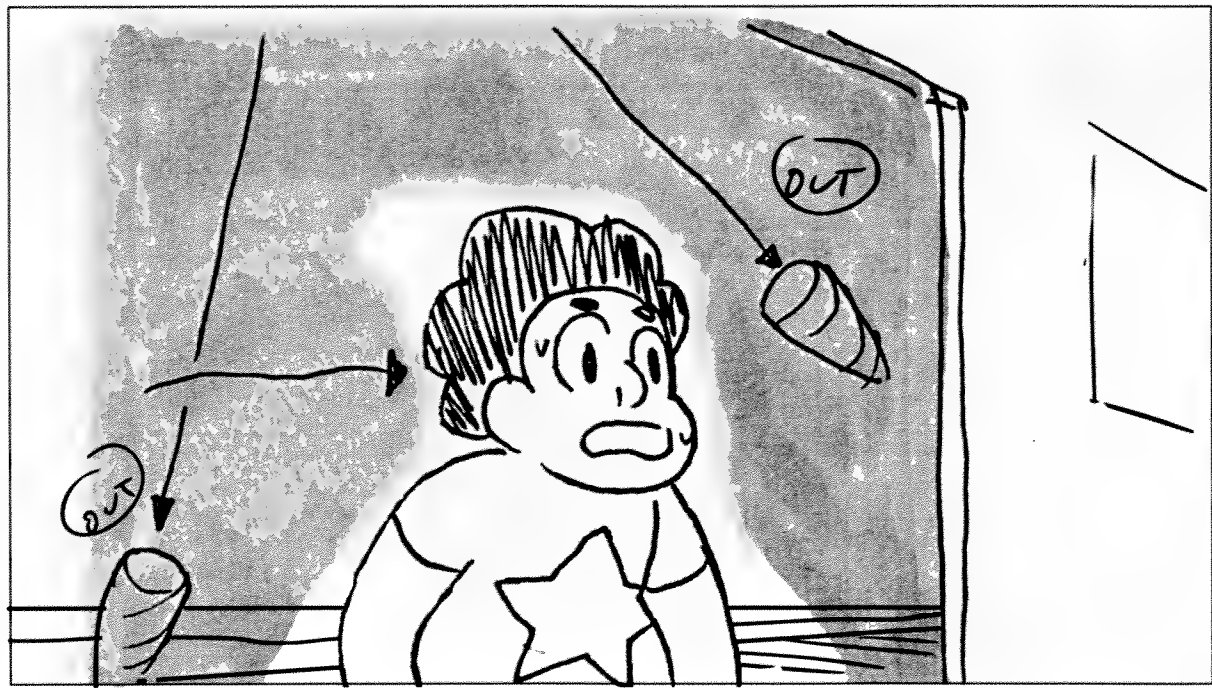
Scene 155 Panel 1
SPIKE 2
SPIKE 1



Action Notes
STEVEN runs in

Slugging
1.03

Scene 155 Panel 2
cont



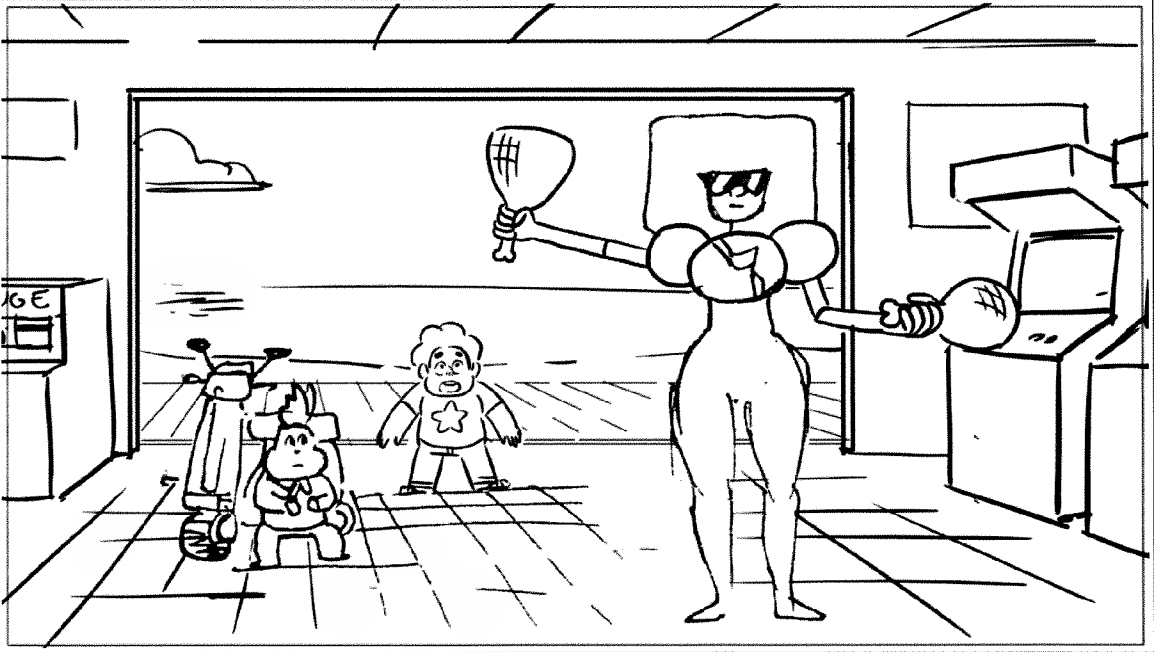
Action Notes
Drills out

Slugging
1.07
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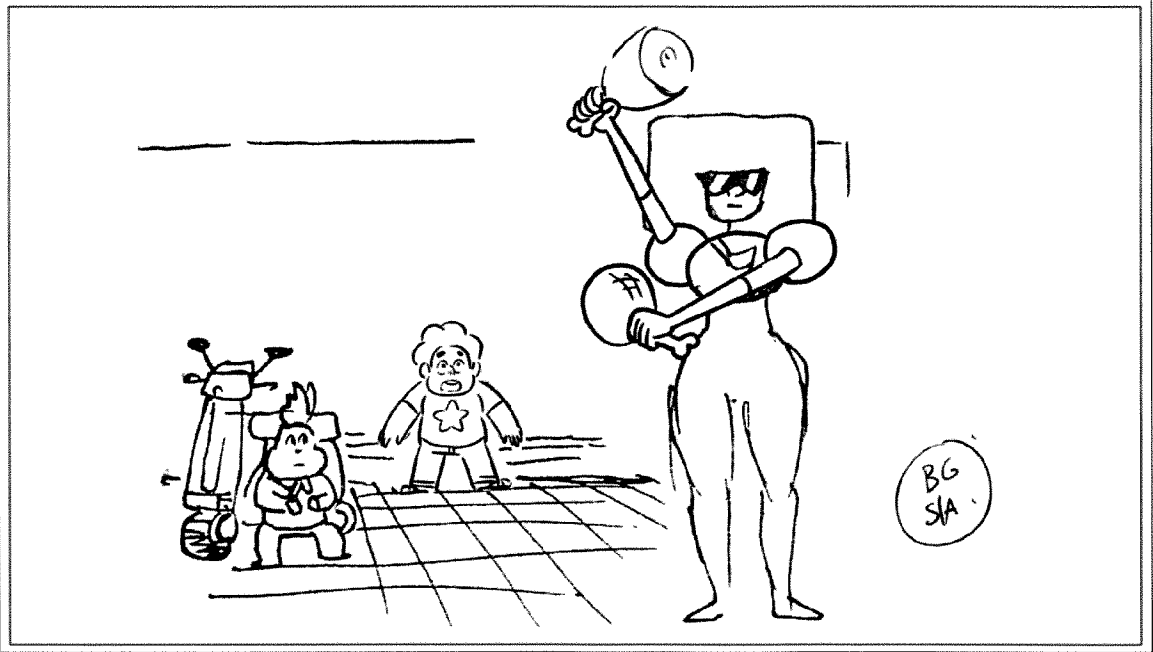
Scene 156 Panel 1



Dialog
STEVEN: HUH?

Slugging
Panels 1 + 2 = 0.06

Scene 156 Panel 2



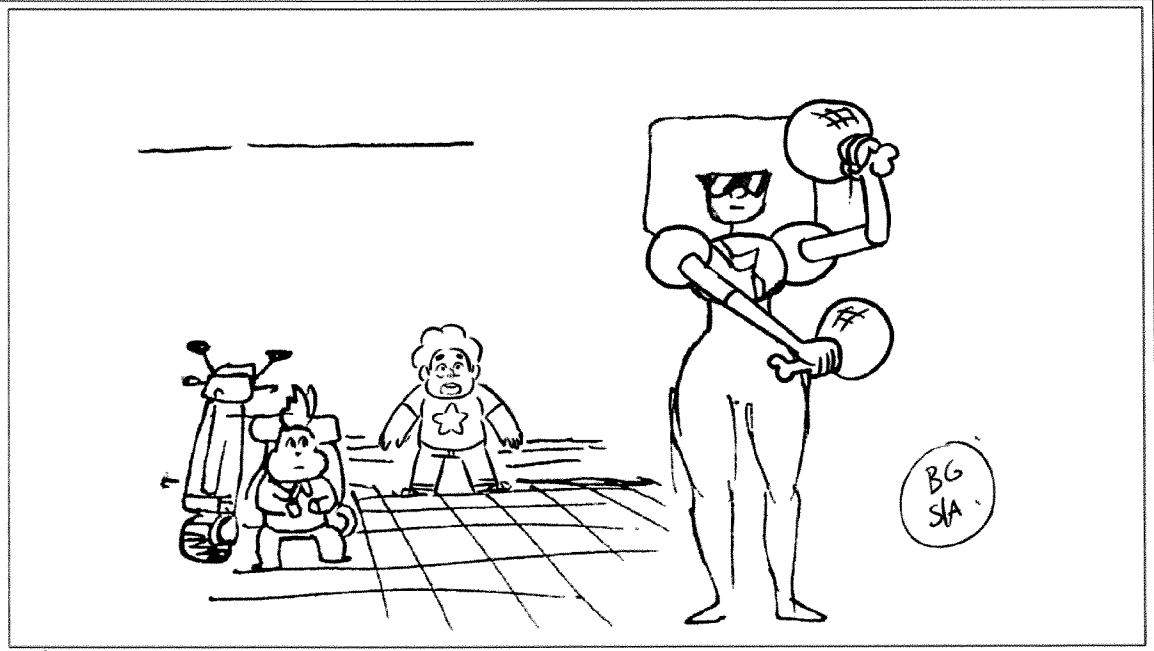
Action Notes
Sees Garnet playing game.

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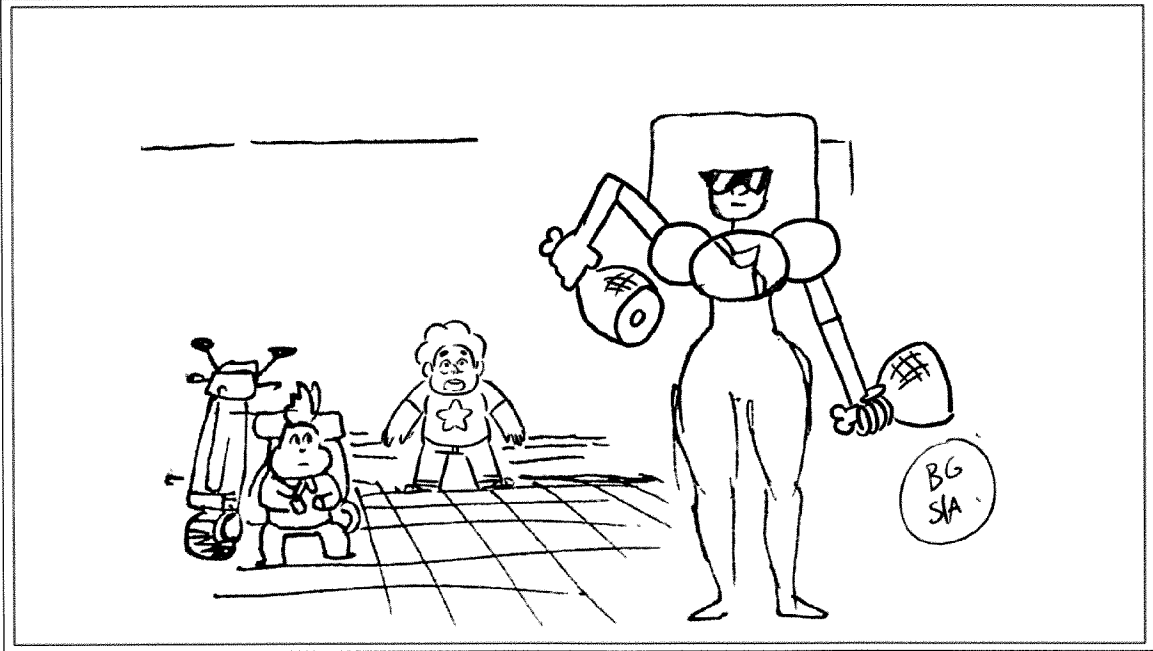
1020.009

Scene 156 Panel 3



Slugging
0.06

Scene 156 Panel 4



Slugging
0.04

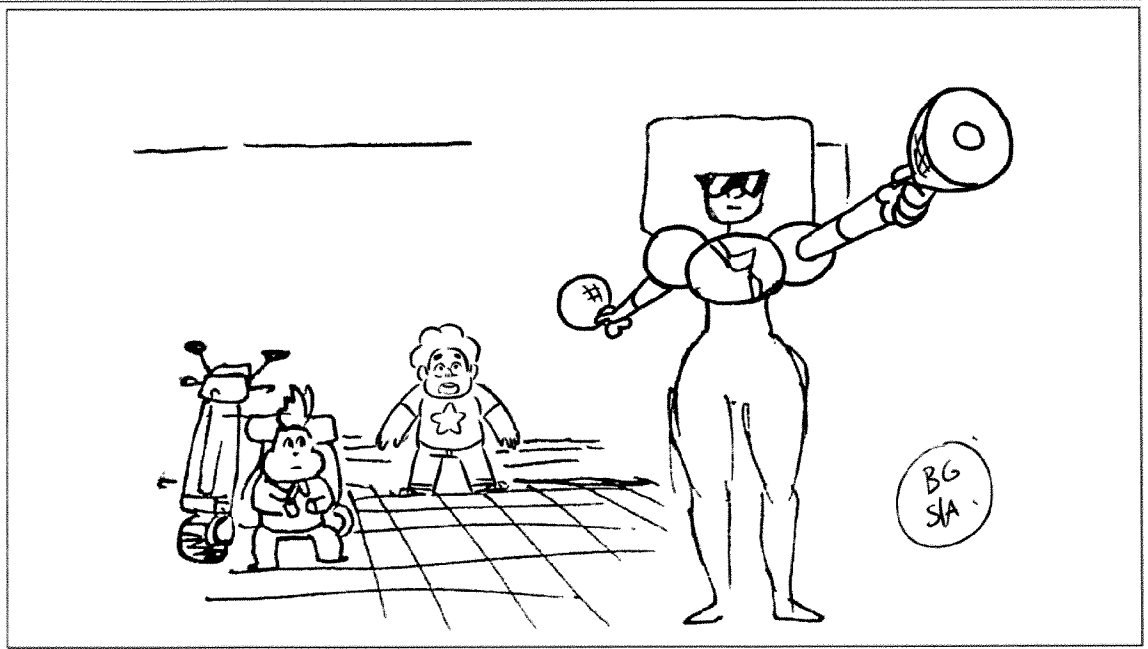
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1020.009

1020.009

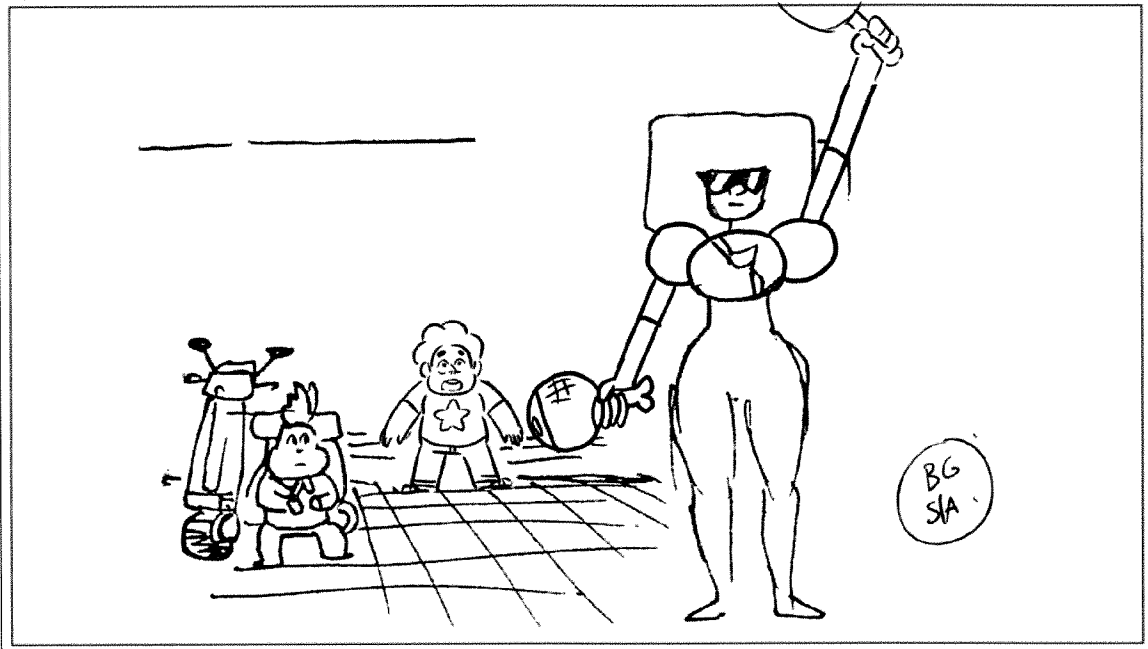
1020.009

Scene 156 Panel 5



Slugging
0.02

Scene 156 Panel 6



Slugging
0.02

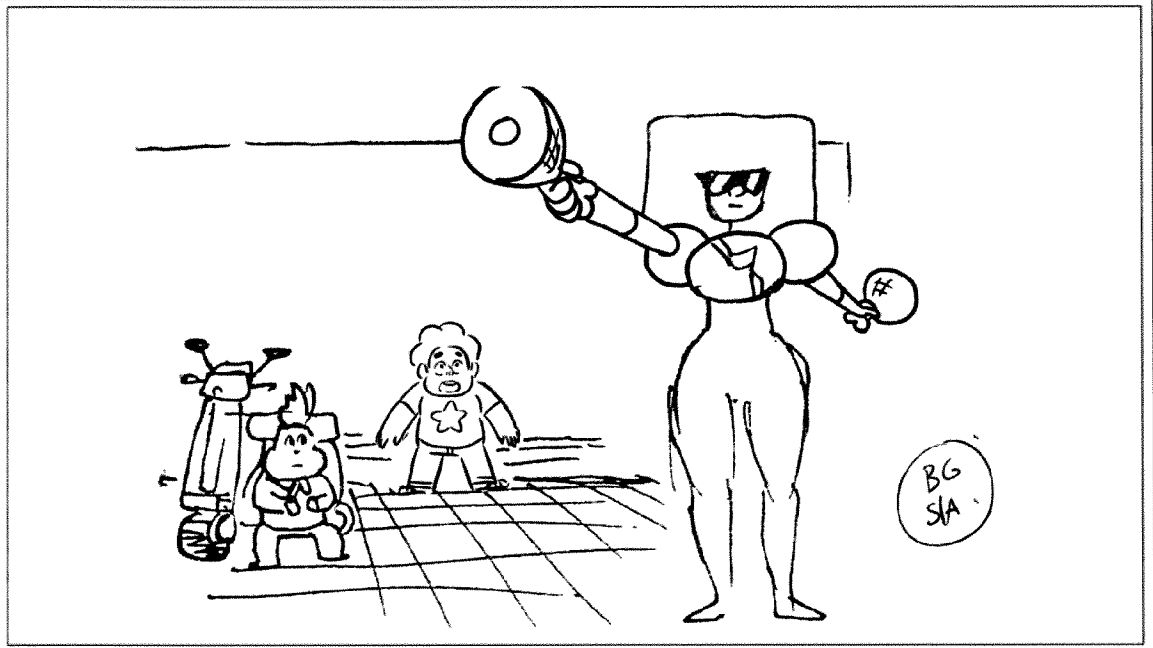
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1020.009

1020.009

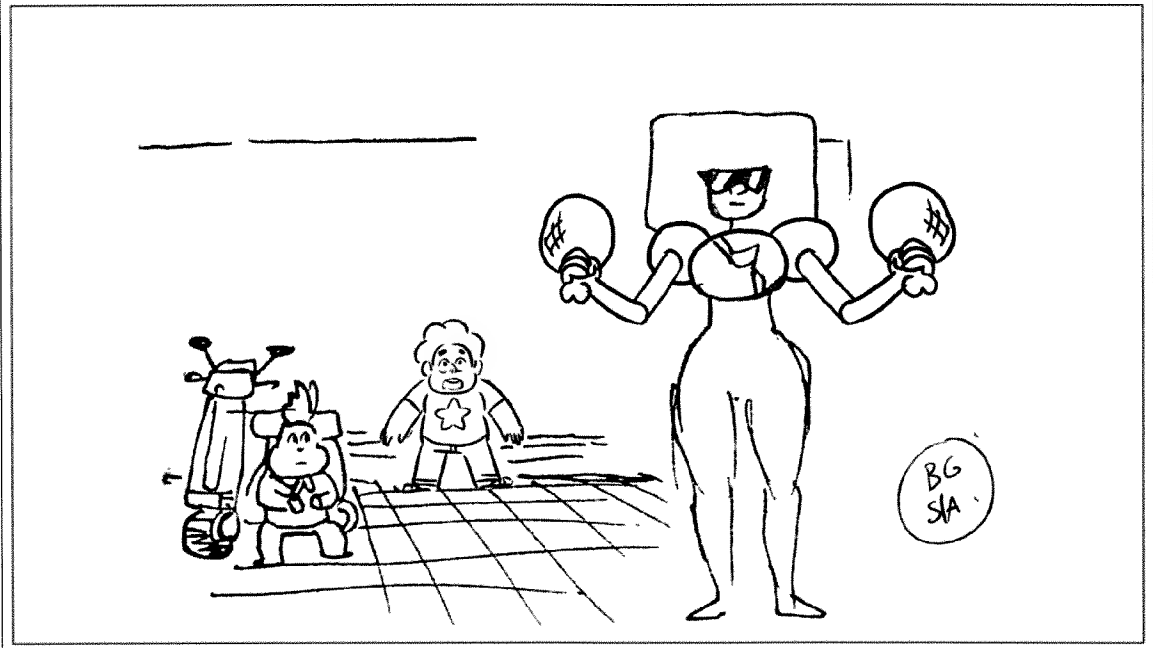
1020.009

Scene 156 Panel 7
CONT



Slugging
0.06

Scene 156 Panel 8
CONT



Slugging
0.02

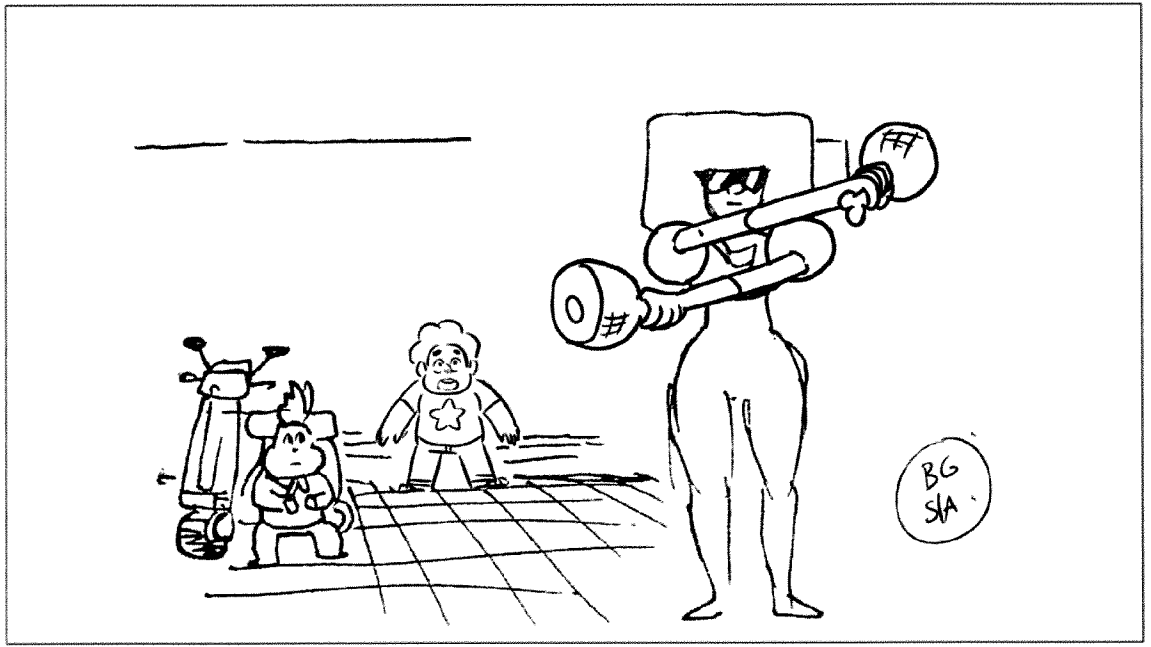
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1020.009

1020.009

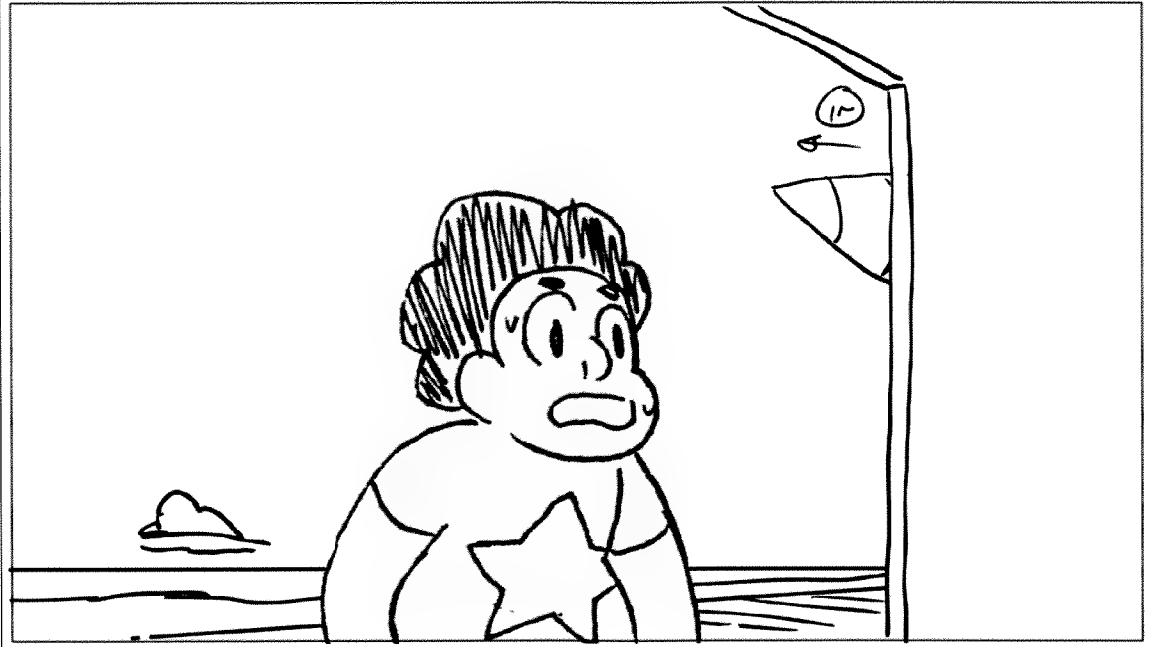
1020.009

Scene 156 Panel 9



Slugging
0.08

Scene 157 Panel 1



Slugging
Panel 1 + 2 = 1.05

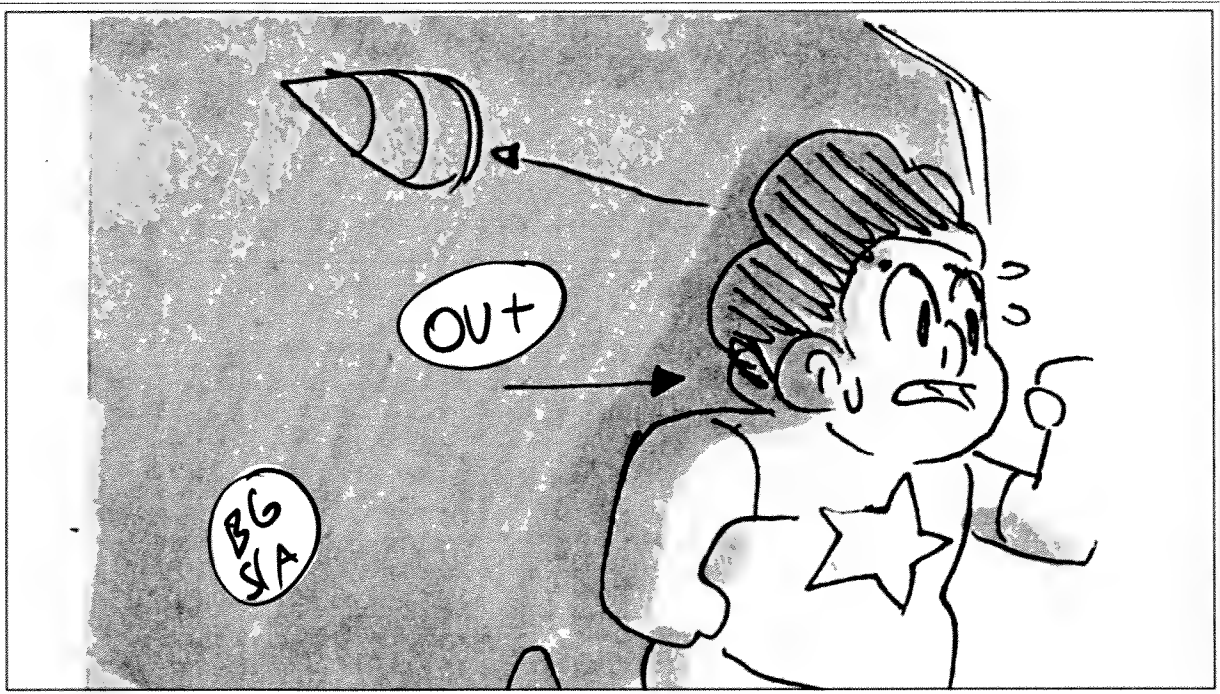
JUN 17 2013

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1020-009

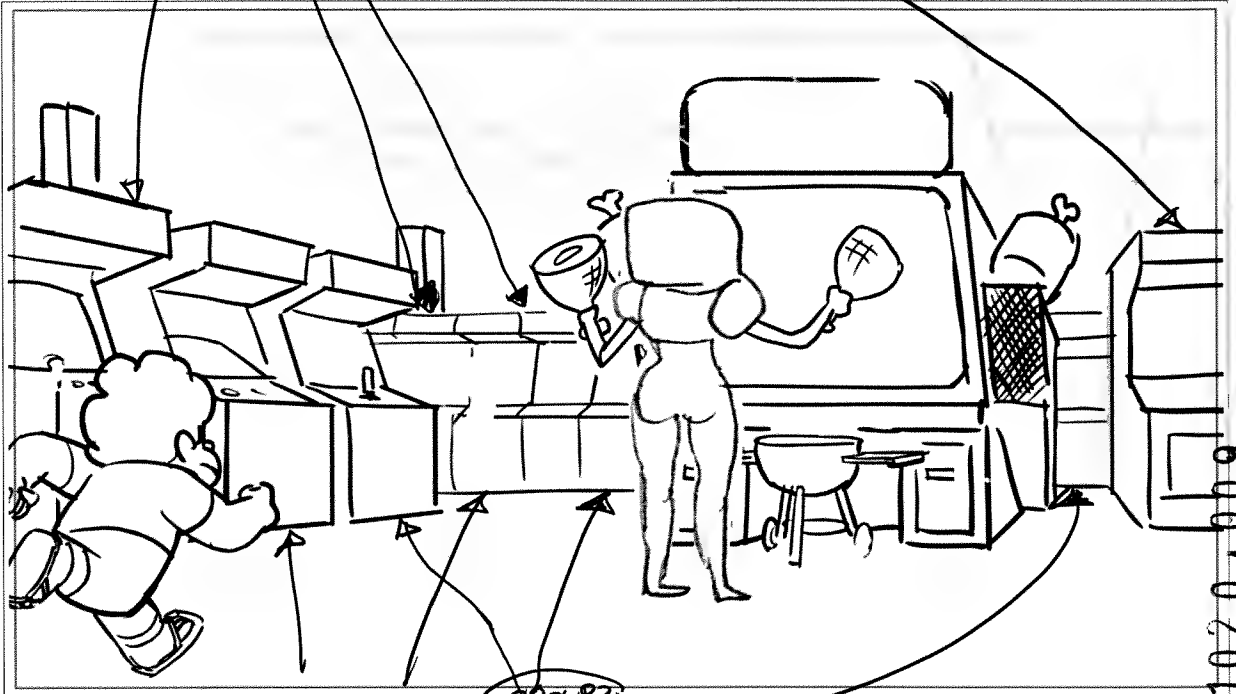
1020-009

Scene 157 Panel 2



Action Notes
Steven runs o.s.

Scene 158 Panel 1

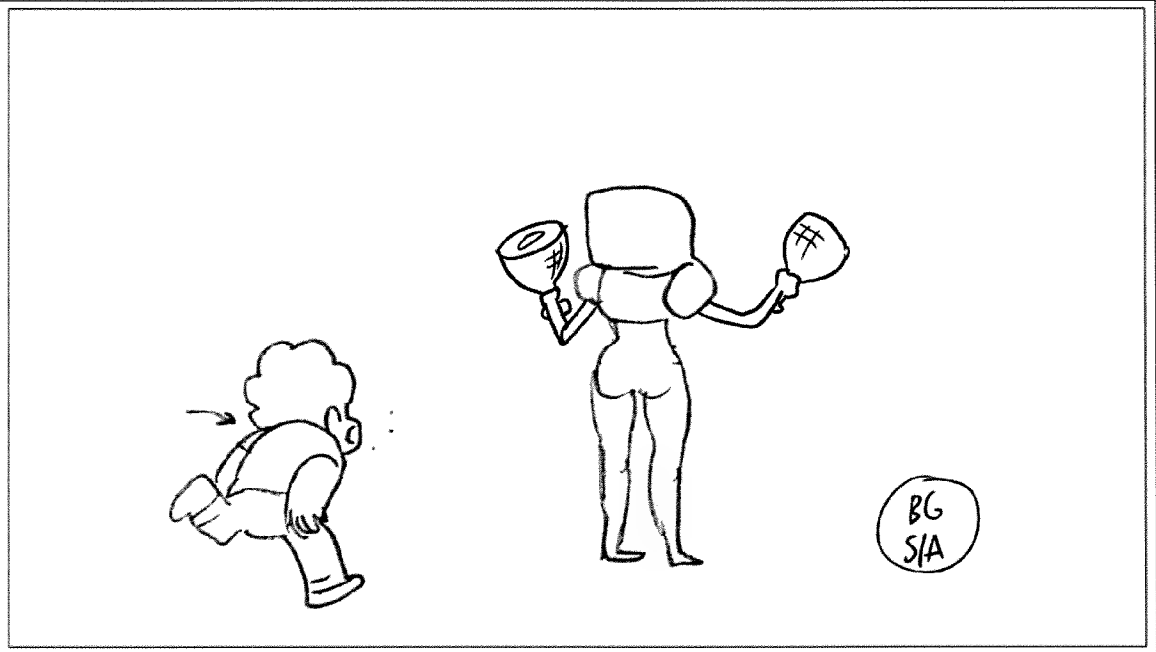


Slugging
Panels 1 to 3 = 4.06

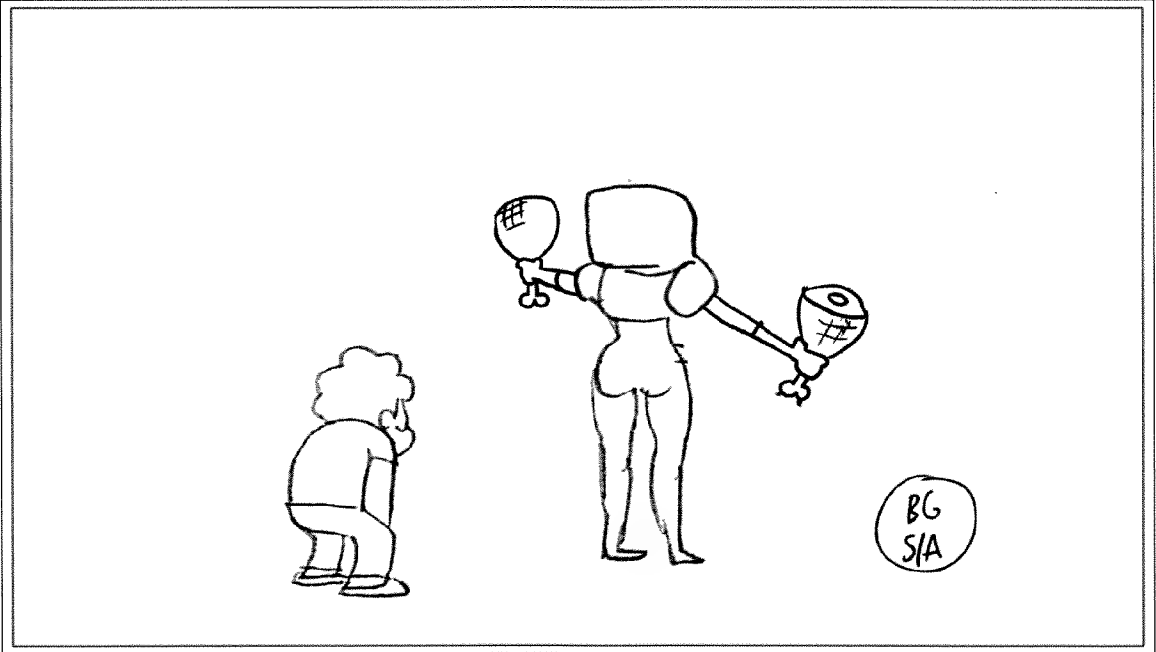
Garnet does a lot of hand movements while Steven runs in.

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Scene	Panel
158	cont 2



Scene	Panel
158	cont 3



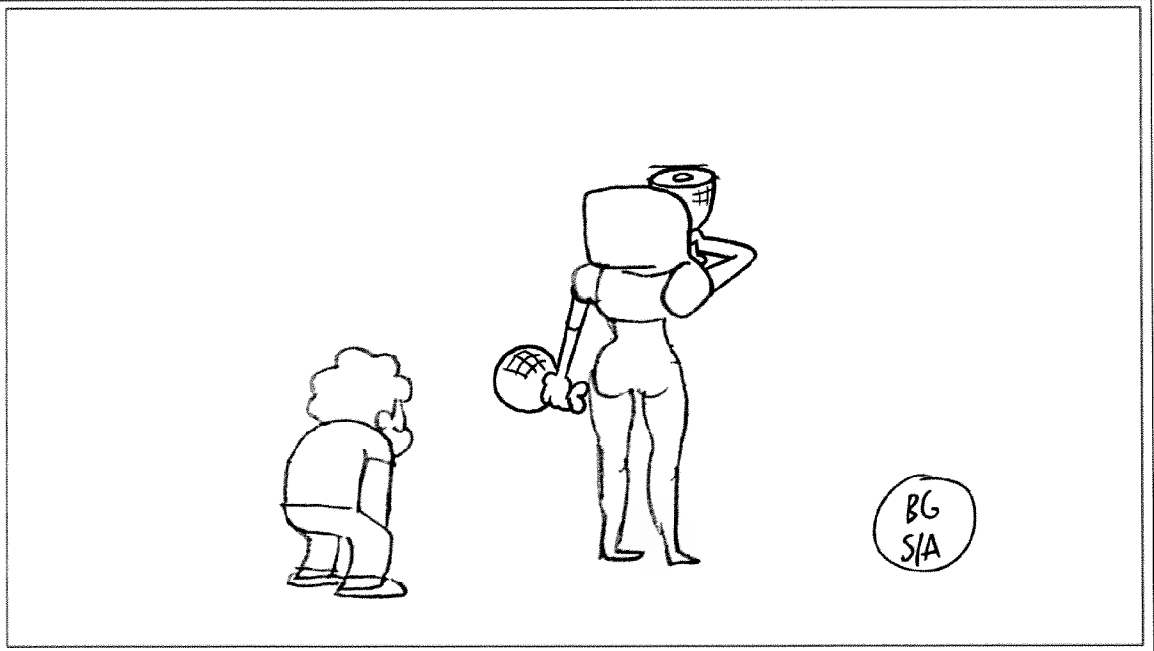
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1020-009

1020-009

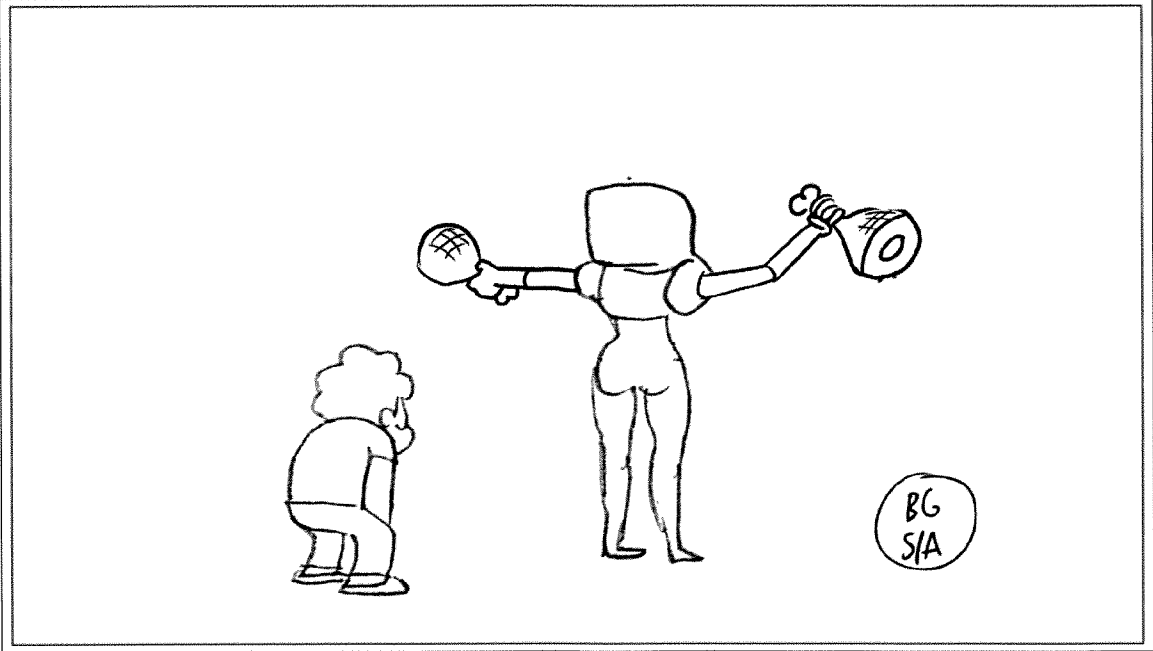
Scene 158 Panel 4



Slugging
Panels 4 to 19 total time = 2.15

The animatic shows one cycle of arm movements - the boards repeat the cycle twice in the same time frame.

Scene 158 Panel 5

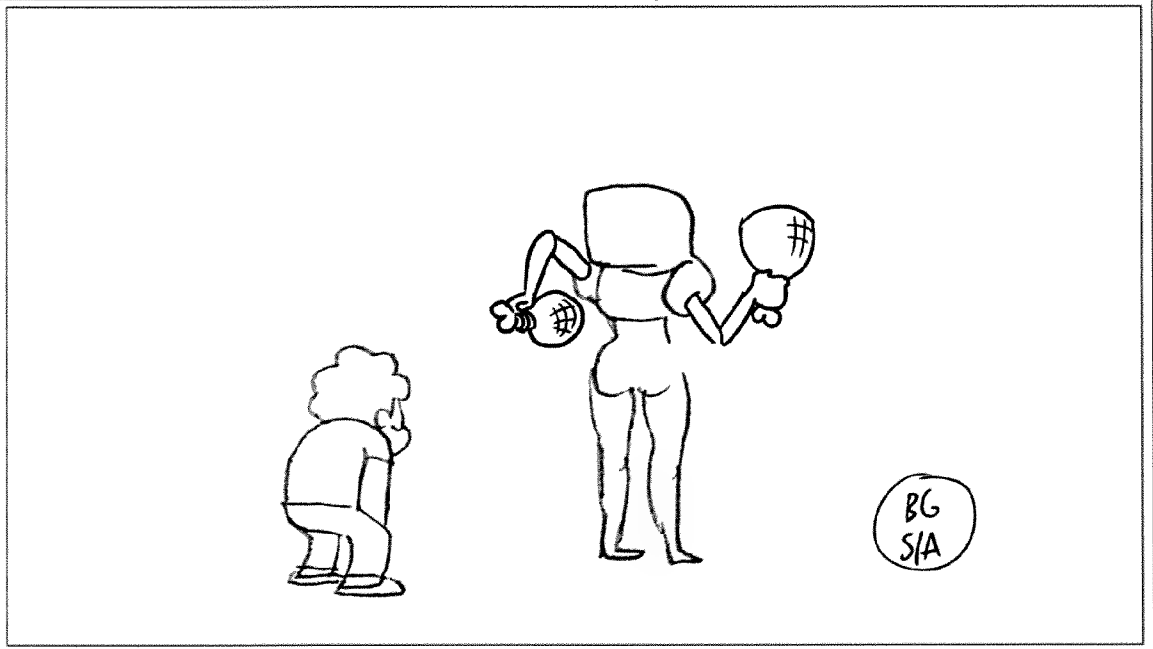


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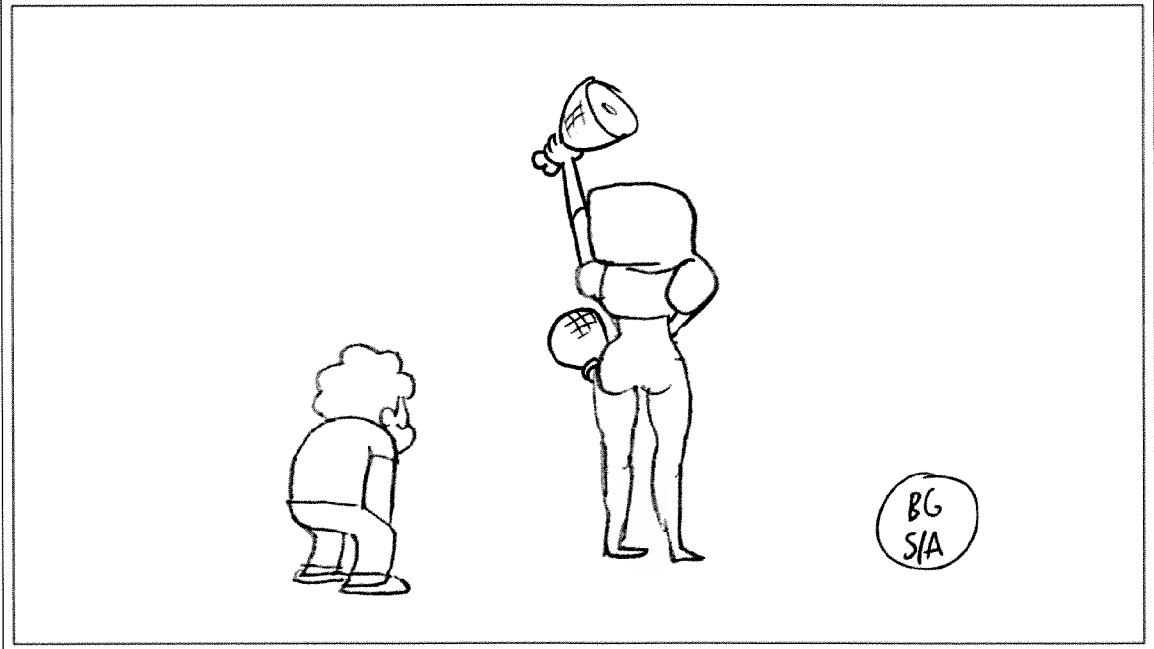
1020.009

1020.009

Scene	Panel
158	cont
	6



Scene	Panel
158	cont
	7



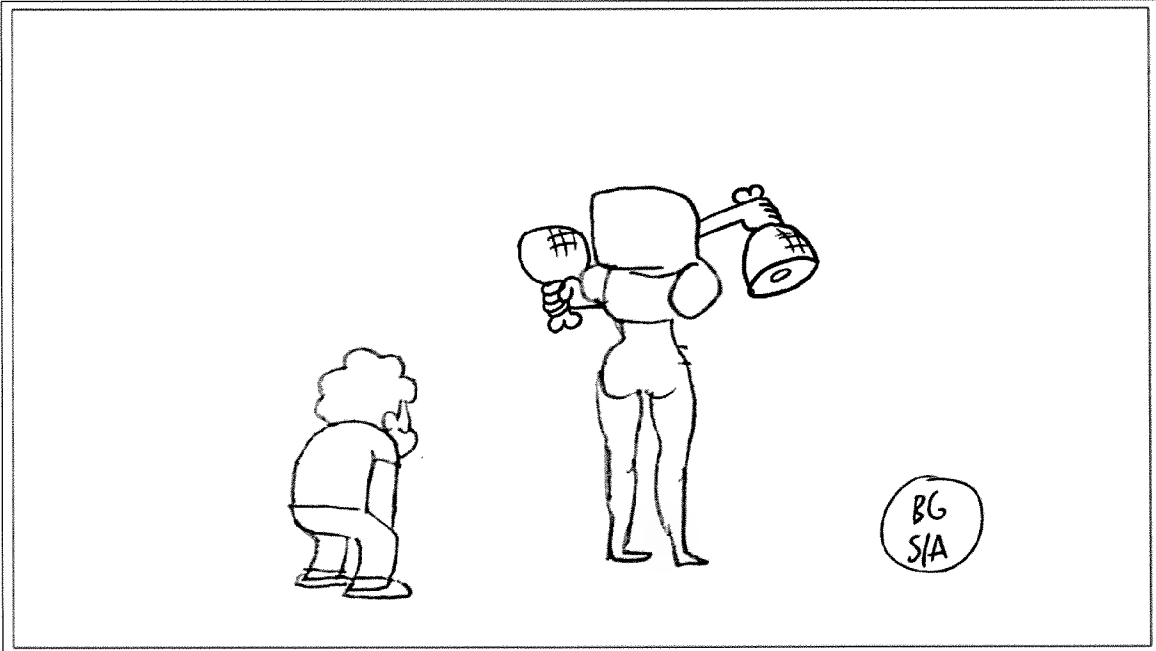
JUN 17 2013

1020.009

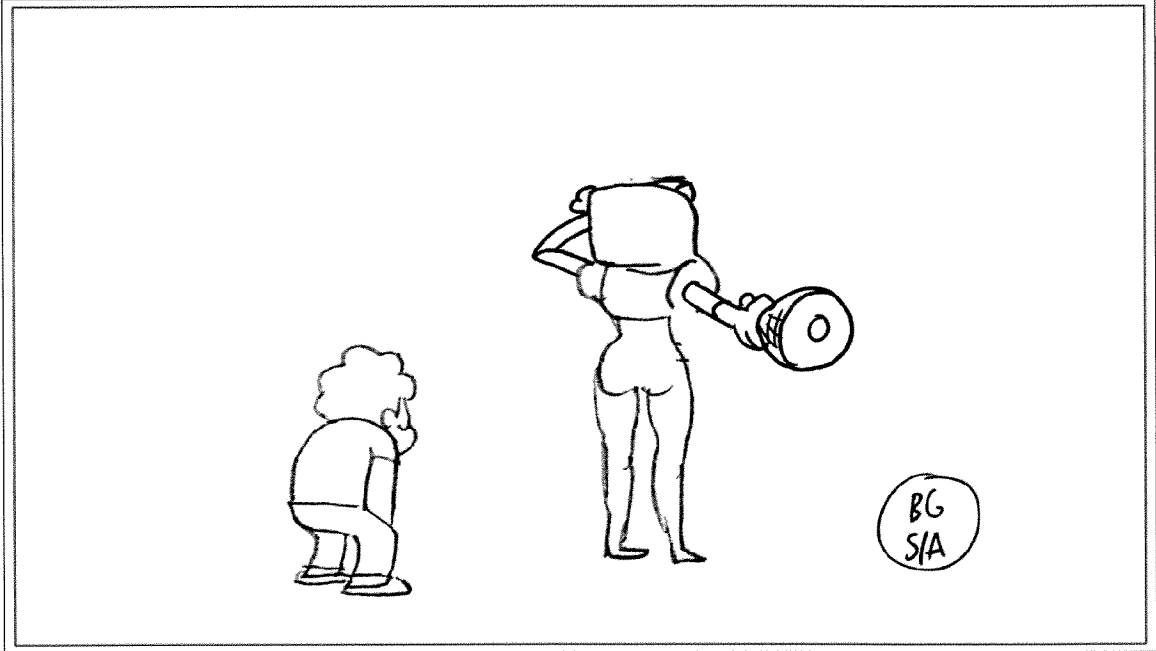
1020.009

1020.009

Scene	Panel	
158	CONT	8



Scene	Panel	
158	CONT	9



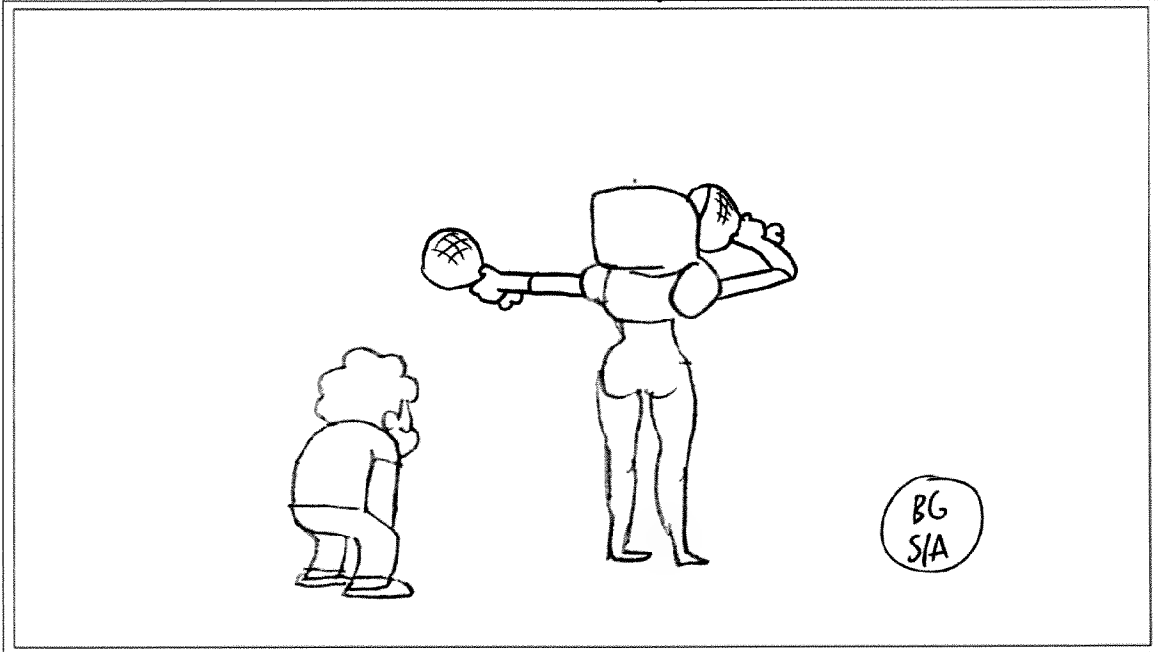
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1020.009

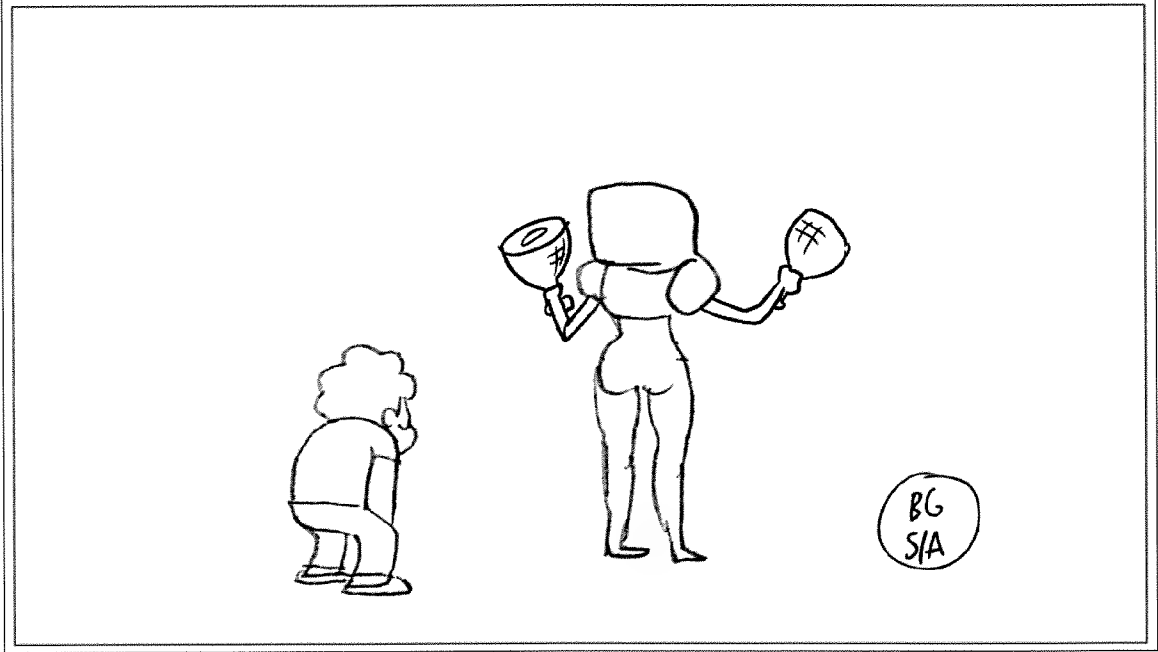
1020.009

1020.009

Scene 158 Panel 10
cont



Scene 158 Panel 11
cont

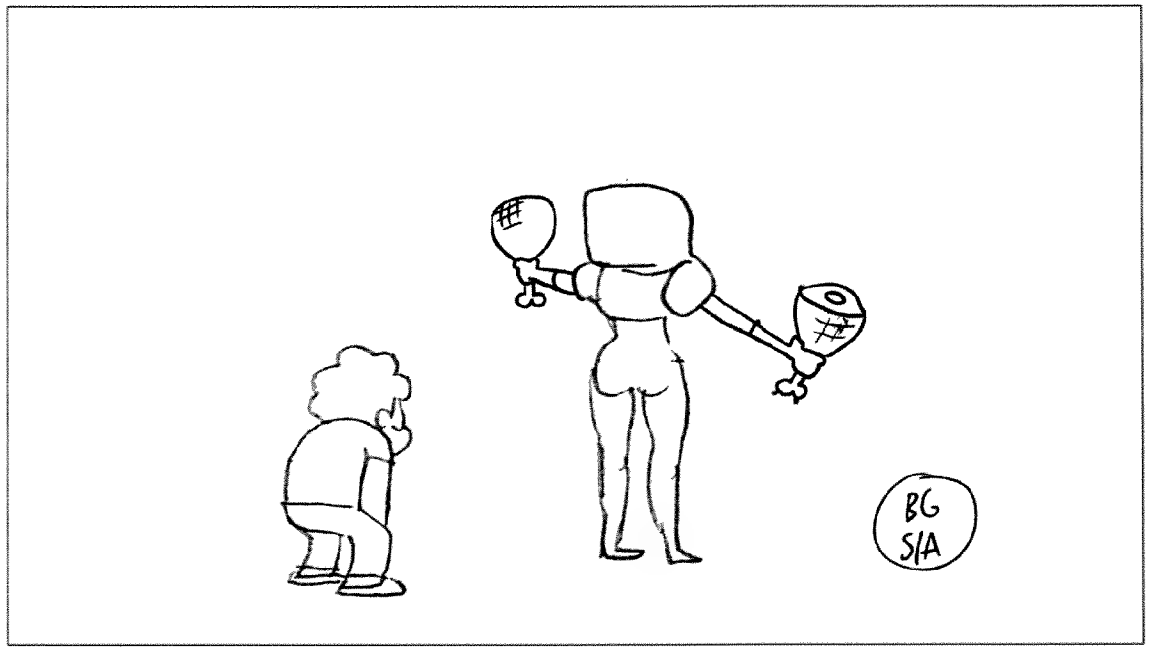


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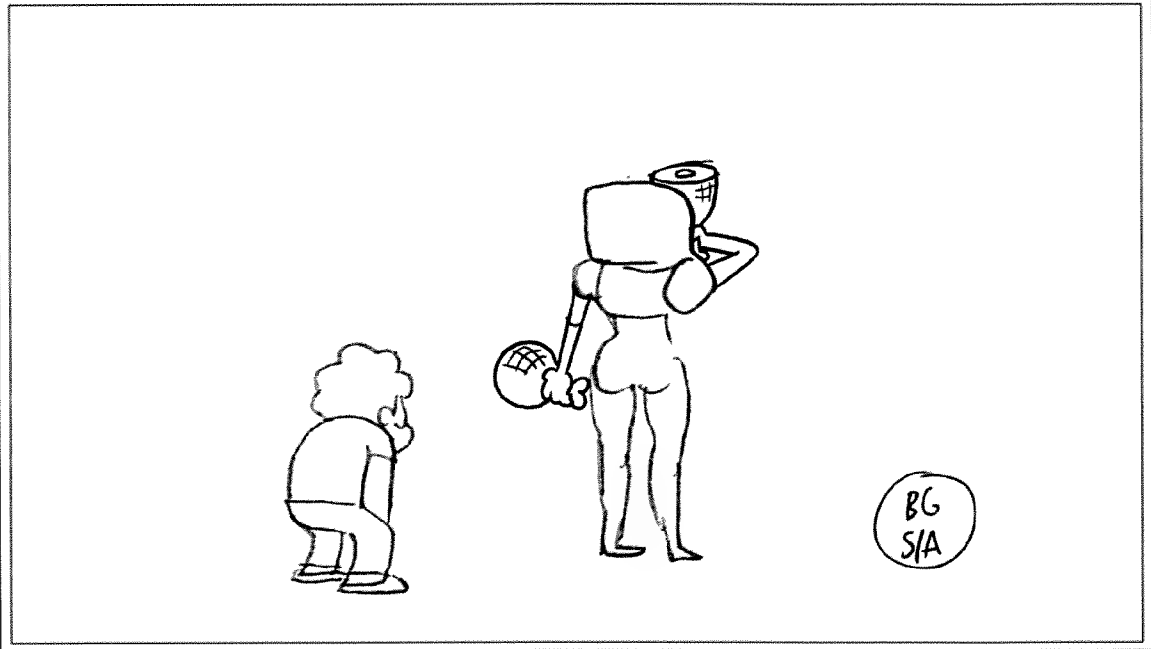
1020.009

1020.009

Scene 158 **CONT** Panel 12



Scene 158 **CONT** Panel 13



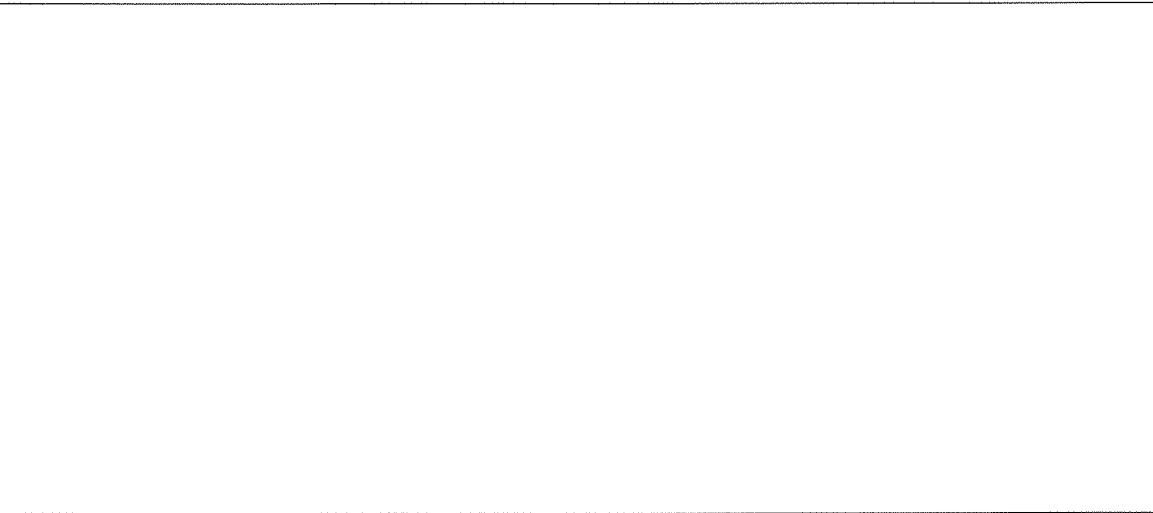
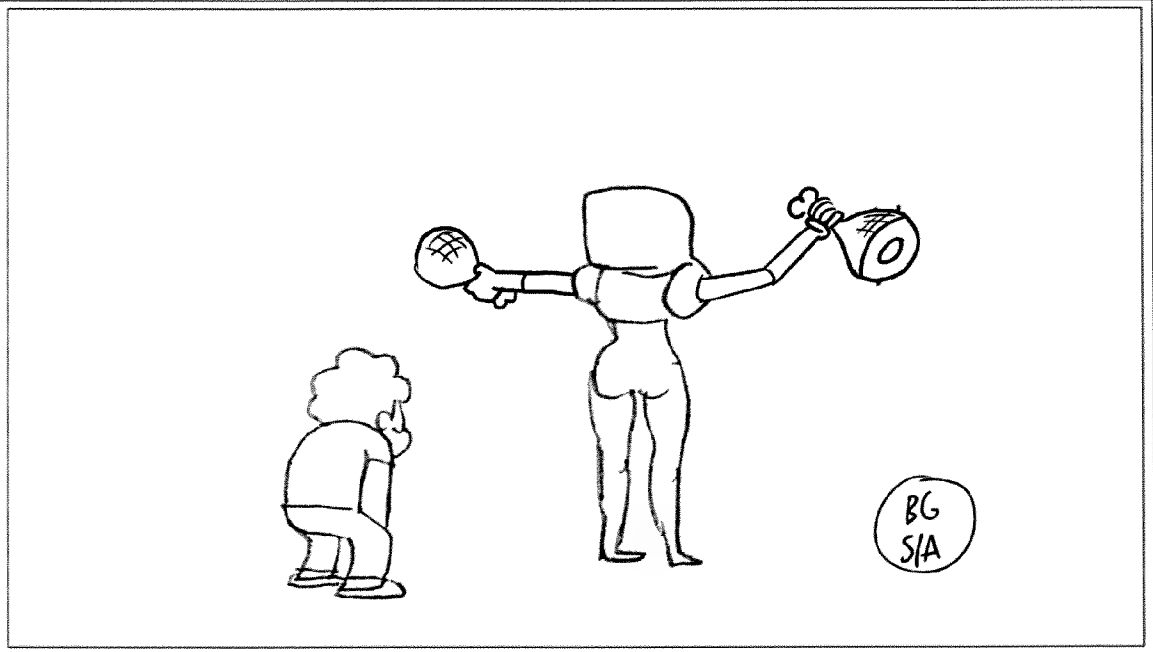
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1020:009

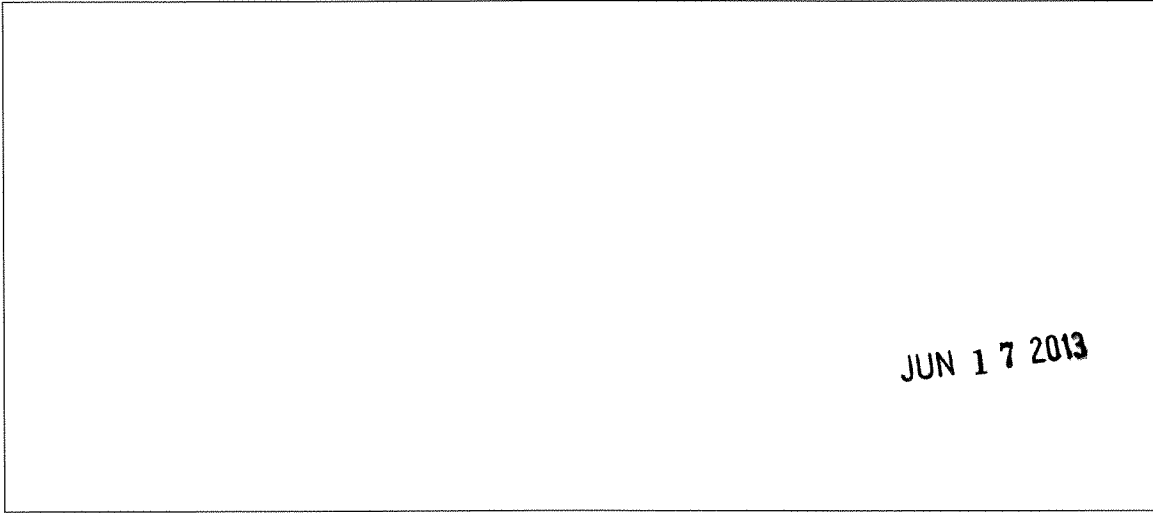
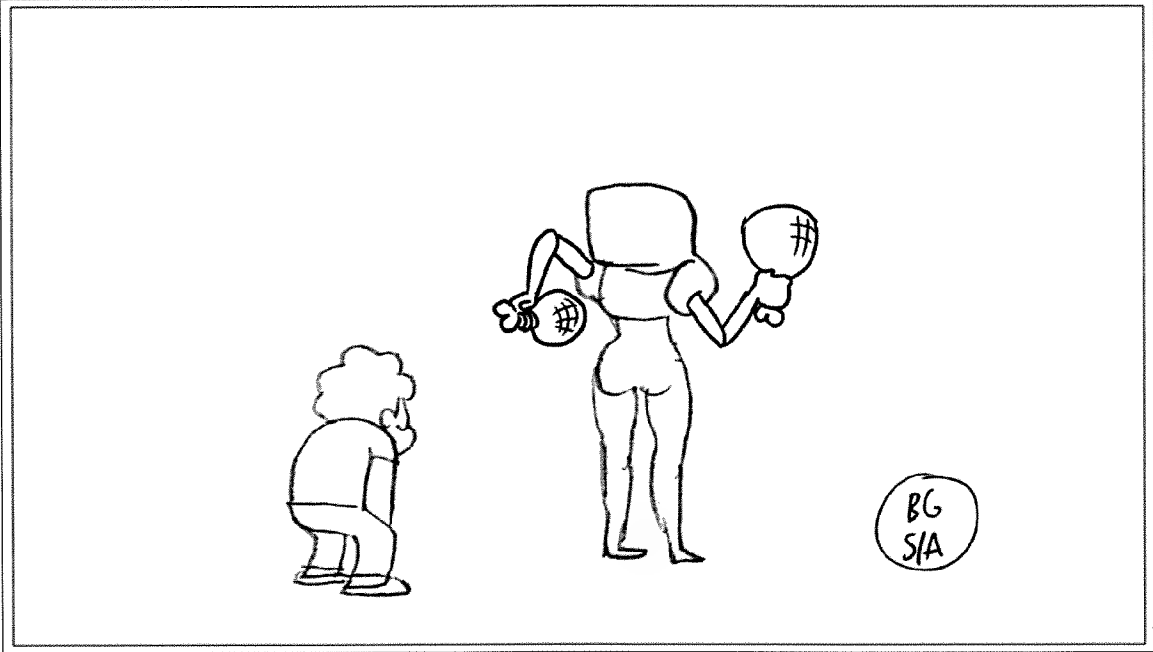
1020:009

1020:009

Scene 158 Panel 14



Scene 158 Panel 15



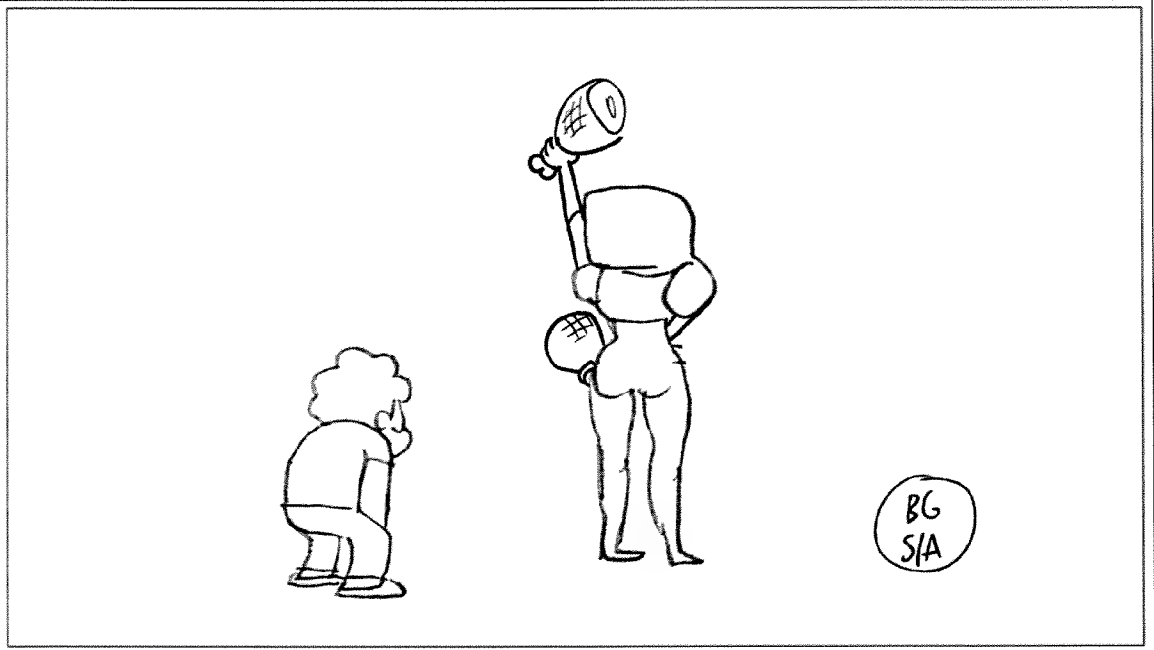
1020.009

1020.009

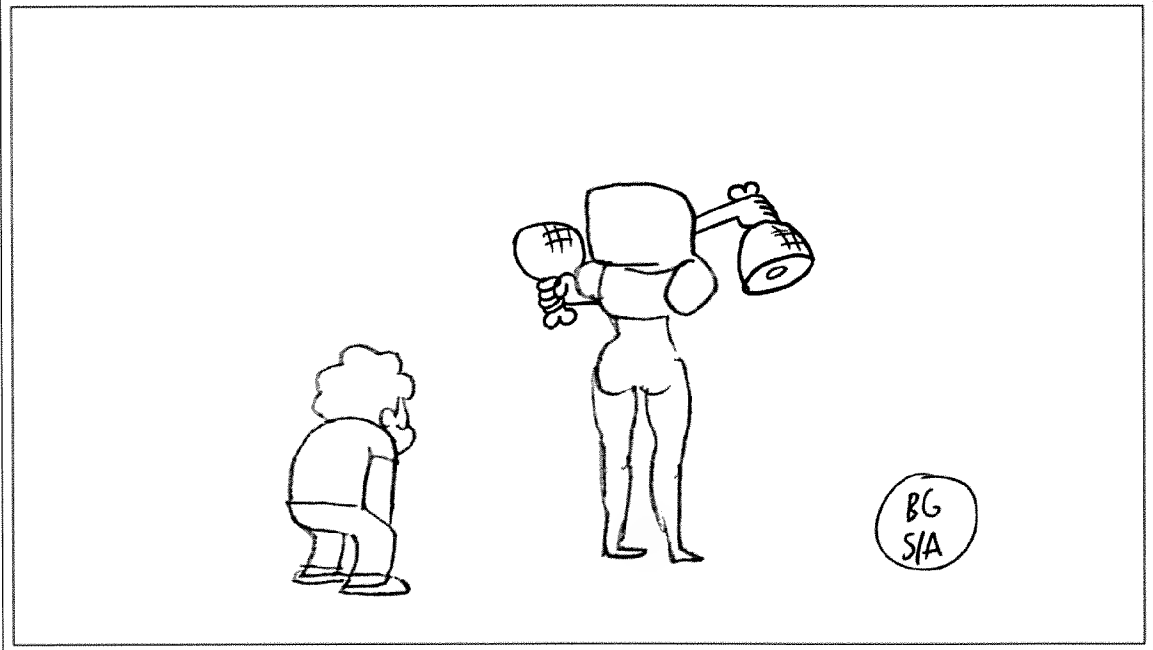
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1020.009

Scene	Panel
158	cont 16



Scene	Panel
158	cont 17



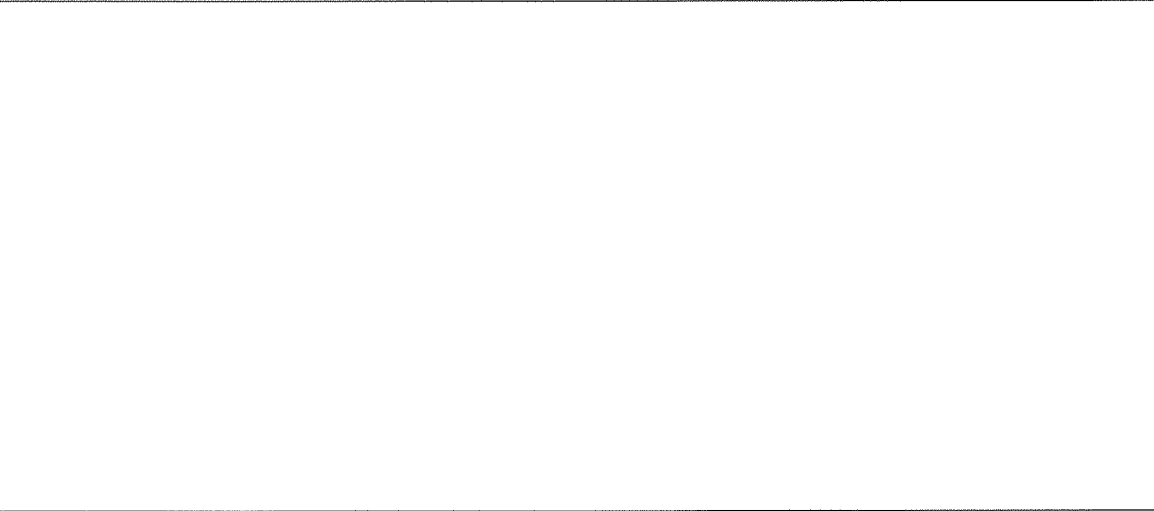
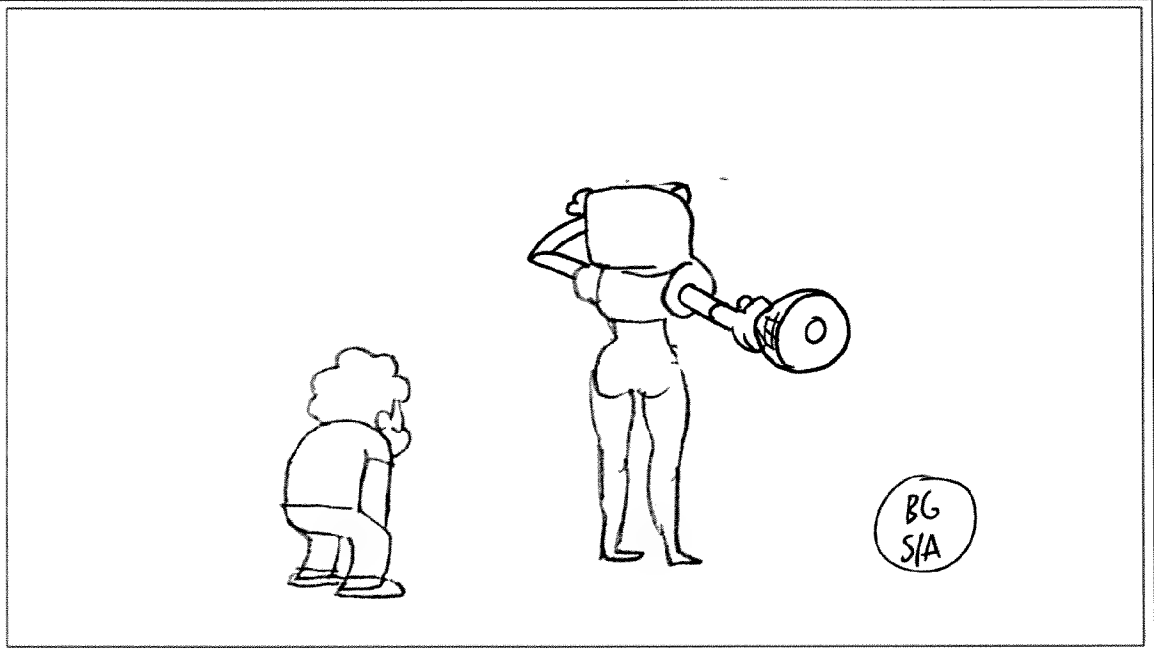
JUN 17 2013

1020-009

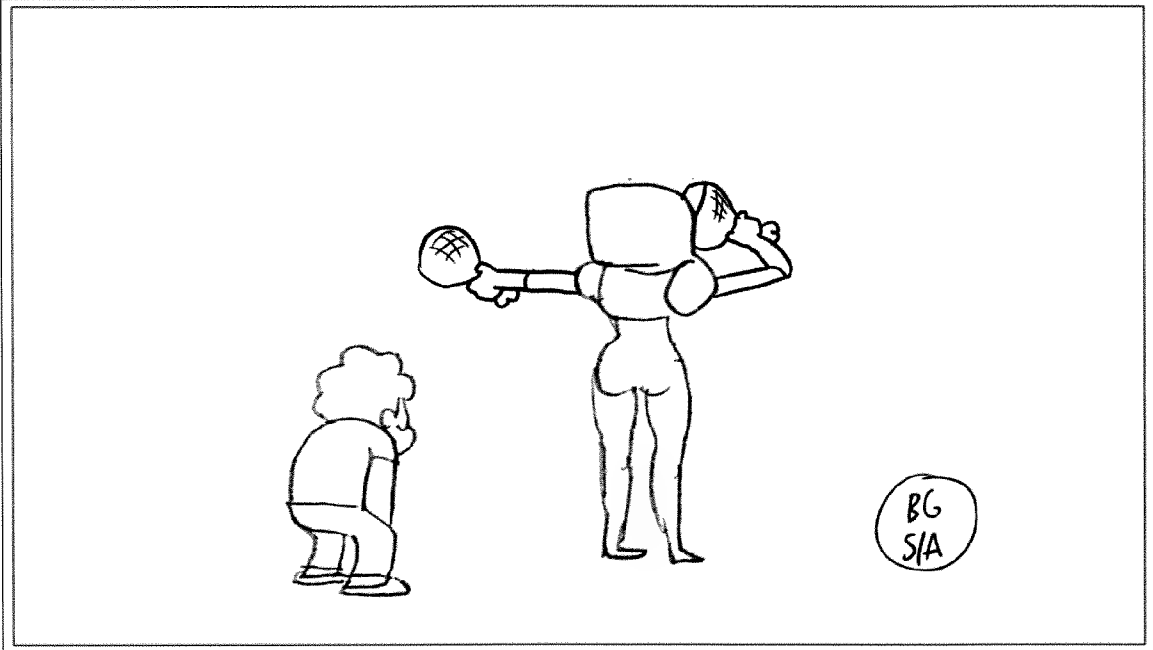
1020-009

1020-009

Scene 158 Panel 18
CONT



Scene 158 Panel 19
CONT



1020-009

1020-009

Scene	Panel
159	1



Dialog
STEVEN: THOSE... LITTLE GUYS ARE BACK AND THEY'RE A PROBLEM!!!

Slugging
7.03

Scene	Panel
159	2



Dialog
STEVEN: WOAH...

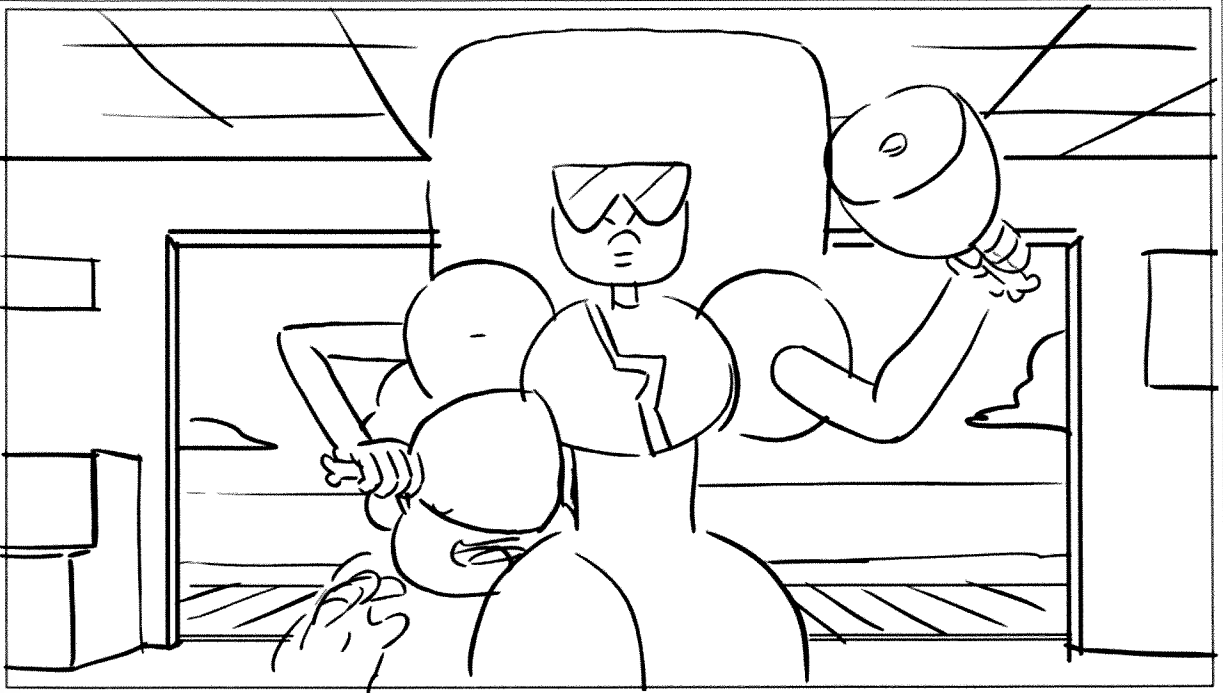
Slugging
1.12

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1020-009

Scene 160 Panel 1

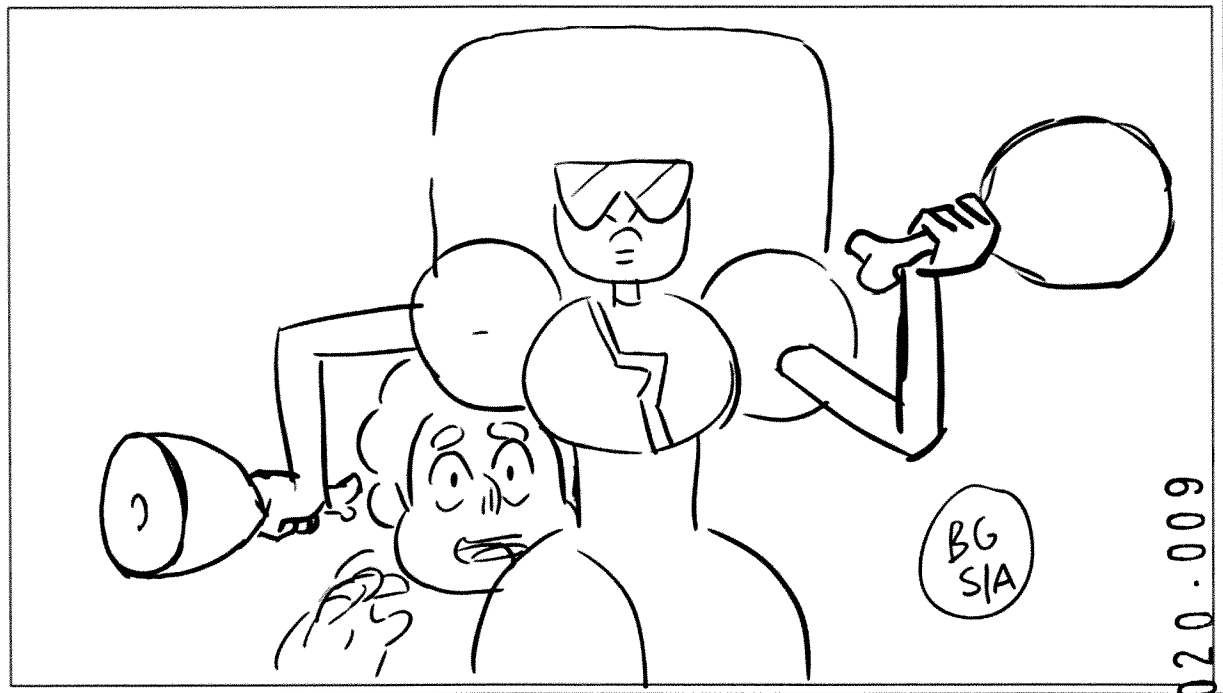


Dialog
STEVEN: WOOOAH!

Action Notes
Cycle Garnet arms through scene

Slugging
Panels 1 to 4 = 3.00

Scene 160 Panel 2



Dialog
STEVEN: WOOOAH!

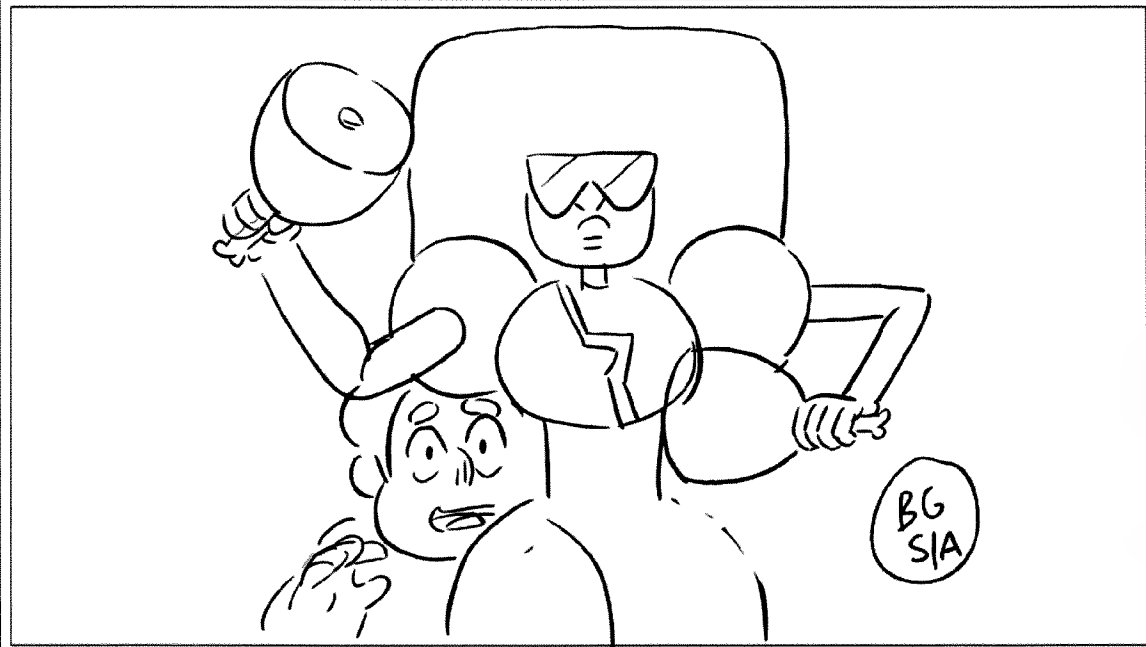
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1020-009

1020-009

1020-009

Scene	Panel
160	cont 3



Dialog
STEVEN: WOOOAH!

Scene	Panel
160	cont 4



Dialog
STEVEN: WOOOAH!

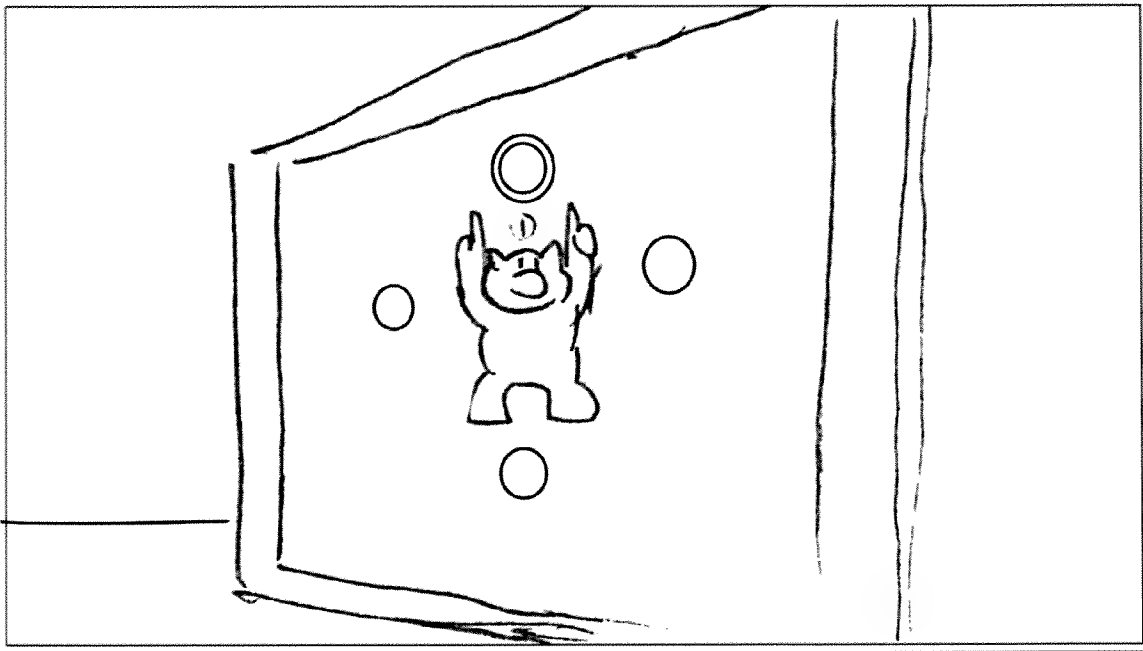
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1020-009

1020-009

Scene 161 Panel 1

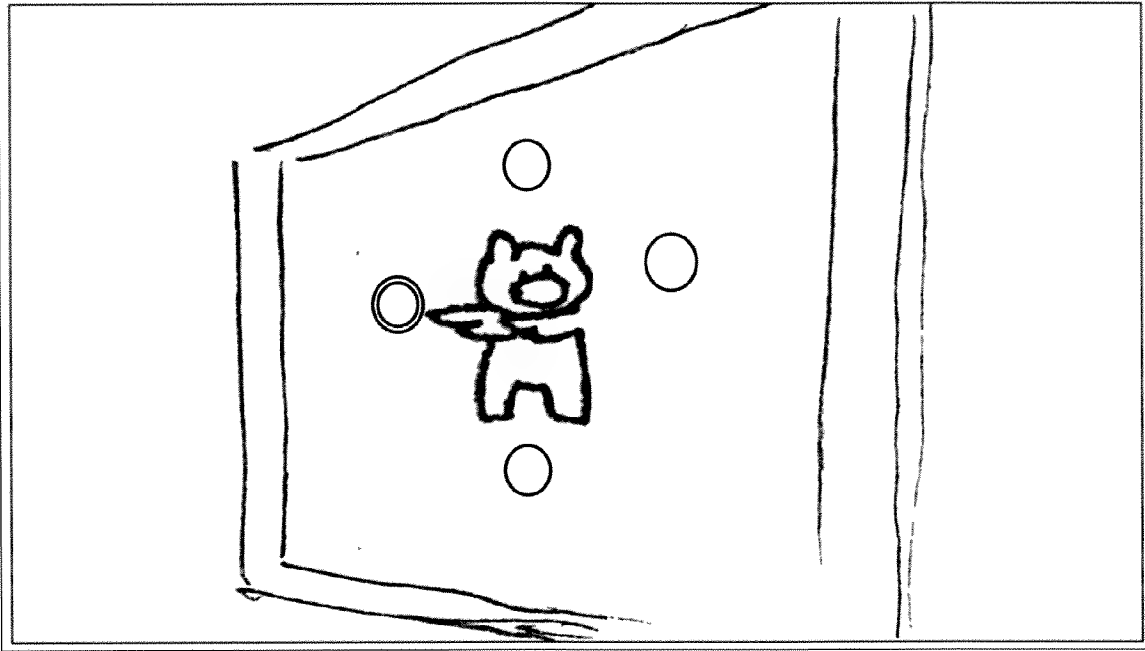


Dialog
STEVEN: I'VE NEVER SEEN ANYONE GET THIS FAR!

Action Notes
close on videogame character in action

Slugging
0.06

Scene 161 Panel 2



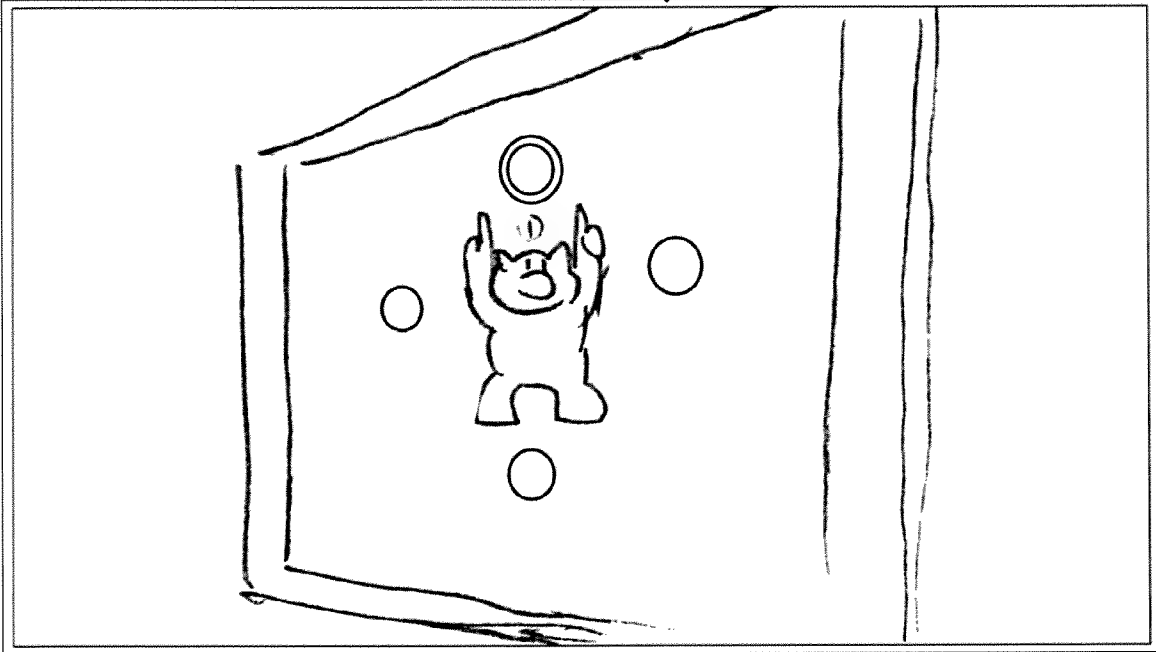
Slugging
0.06

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1020:009

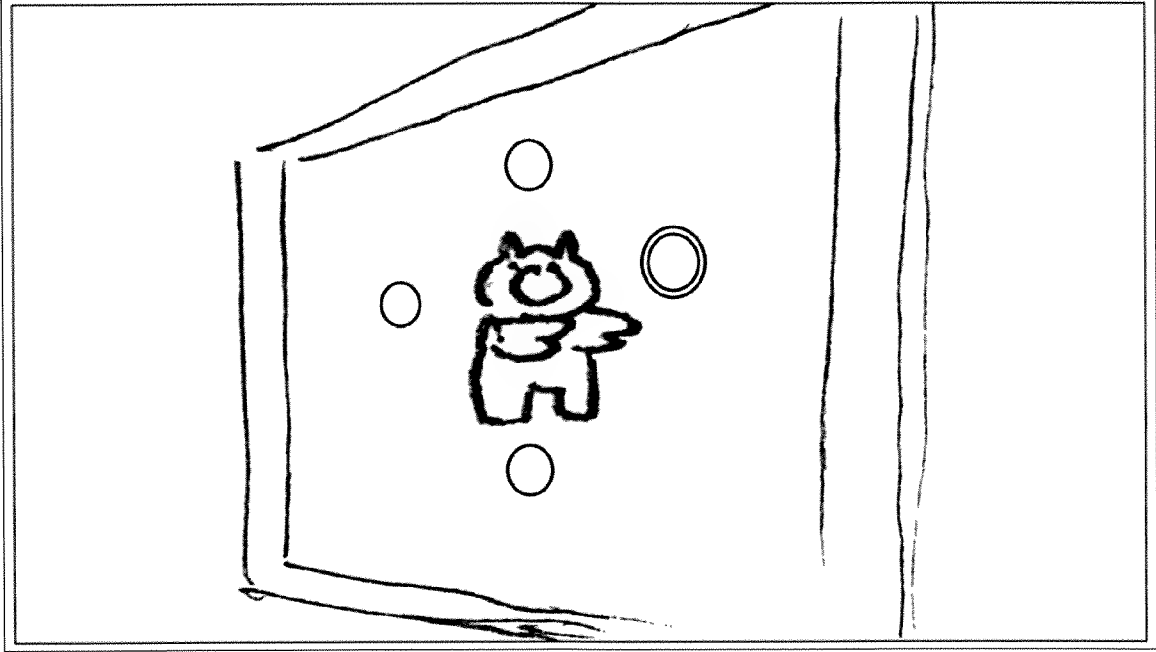
1020:009

Scene 161 cont Panel 3



Slugging
0.06

Scene 161 cont Panel 4



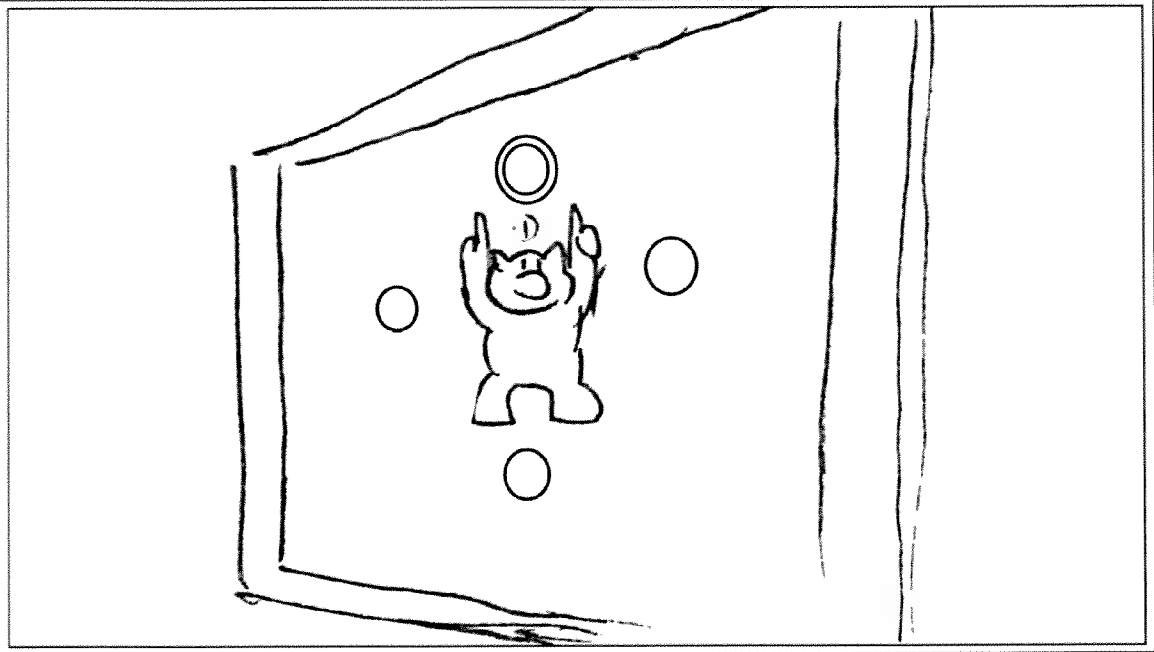
Slugging
0.06

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1020-009

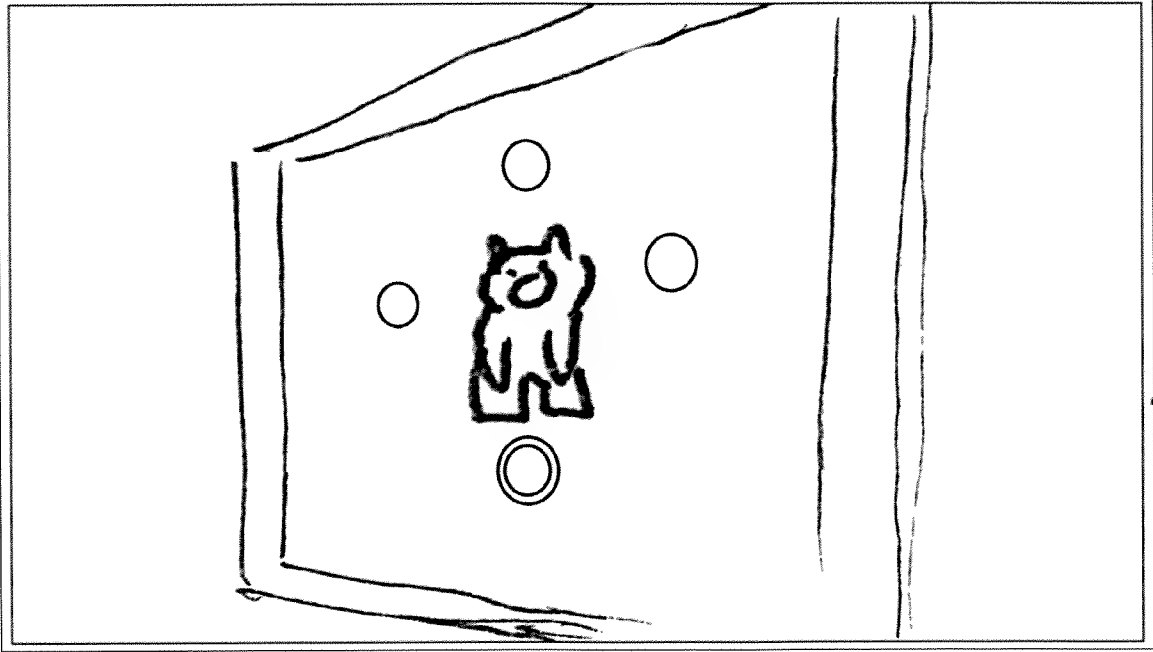
1020-009

Scene
161
Panel
cont
5



Slugging
0.06

Scene
161
Panel
cont
6



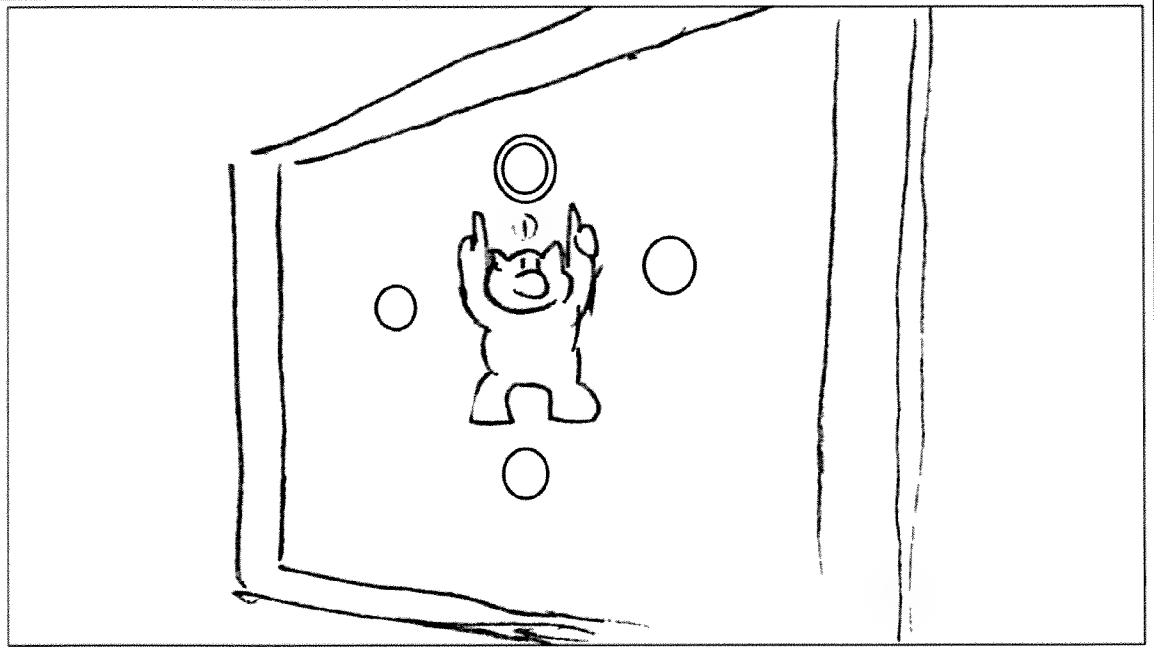
Slugging
0.06

JUN 17 2013

1020-009

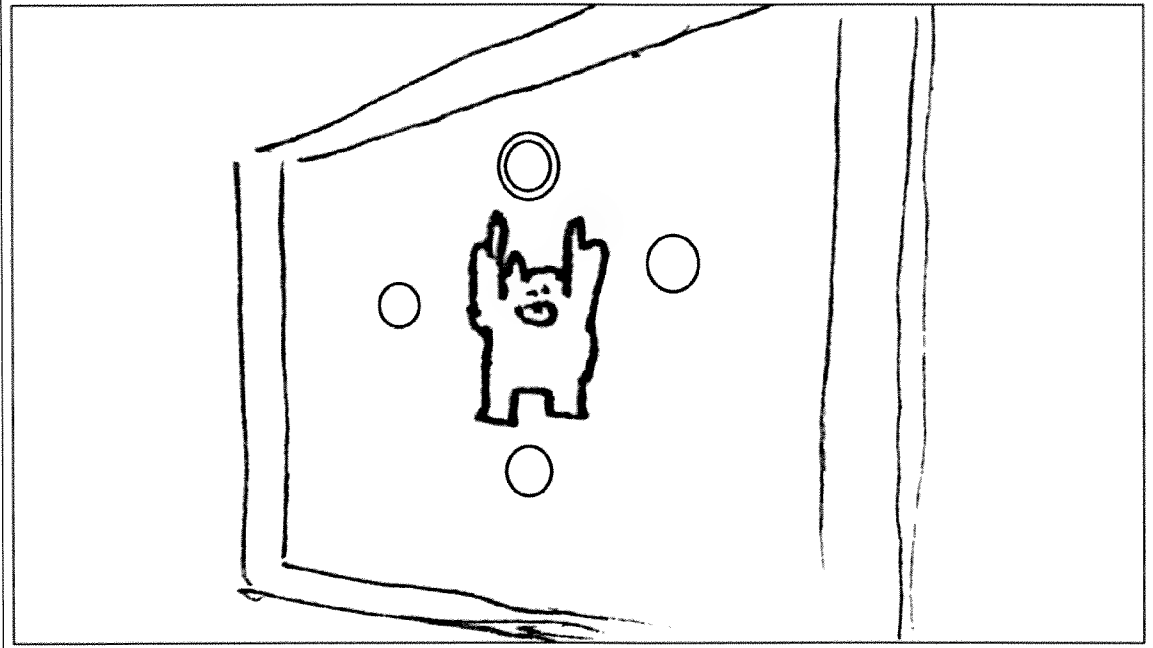
1020-009

Scene 161 Panel 7
cont



Slugging
0.06

Scene 161 Panel 8
cont



Slugging
0.06

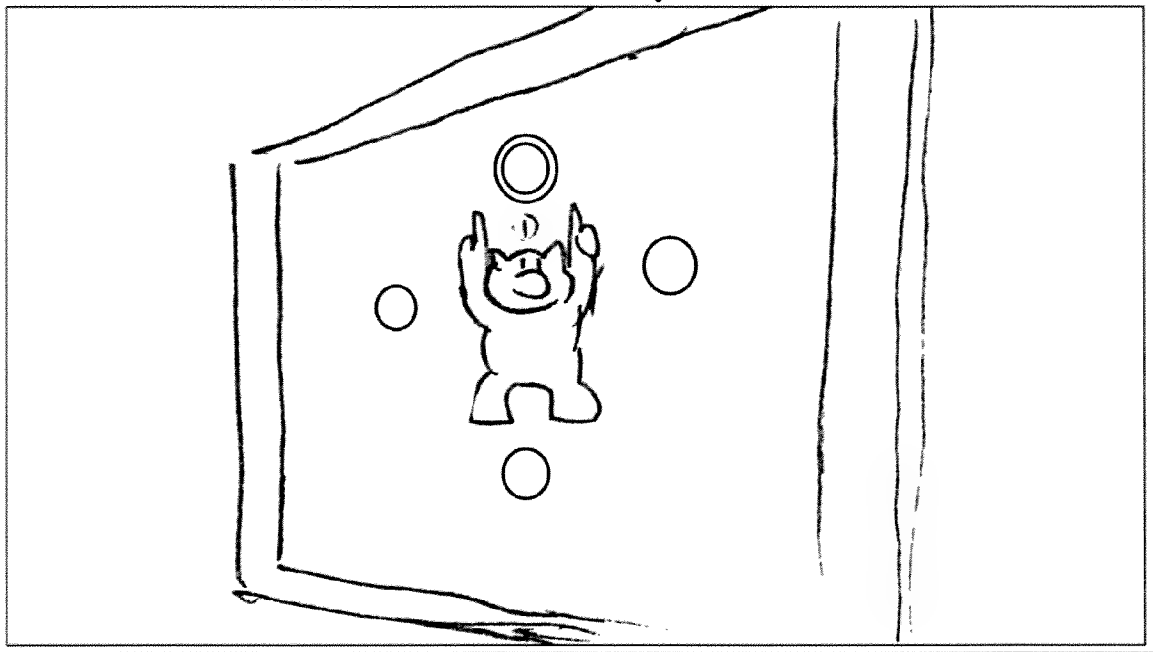
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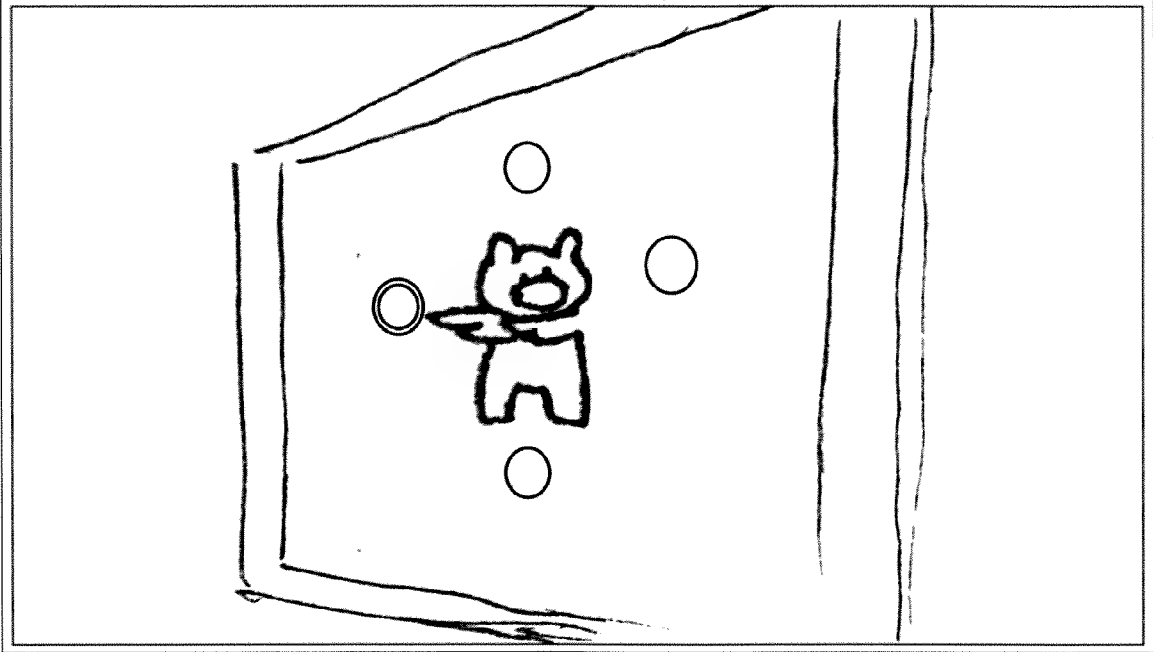
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Scene 161 Panel 9



Slugging
0.06

Scene 161 Panel 10



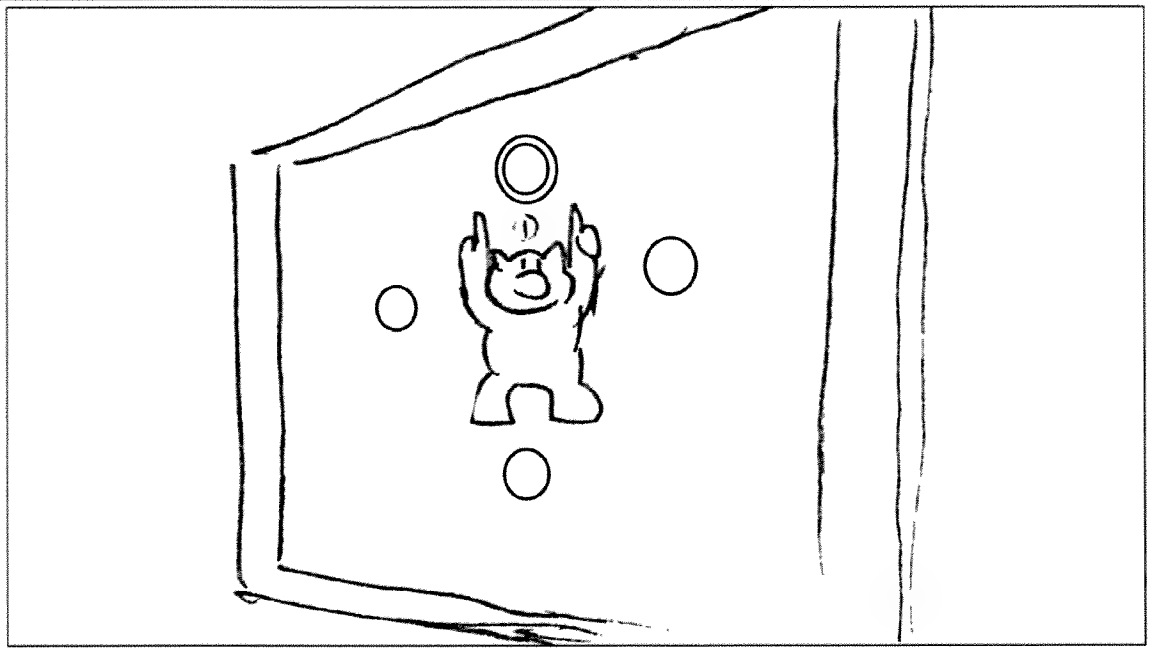
Slugging
0.06

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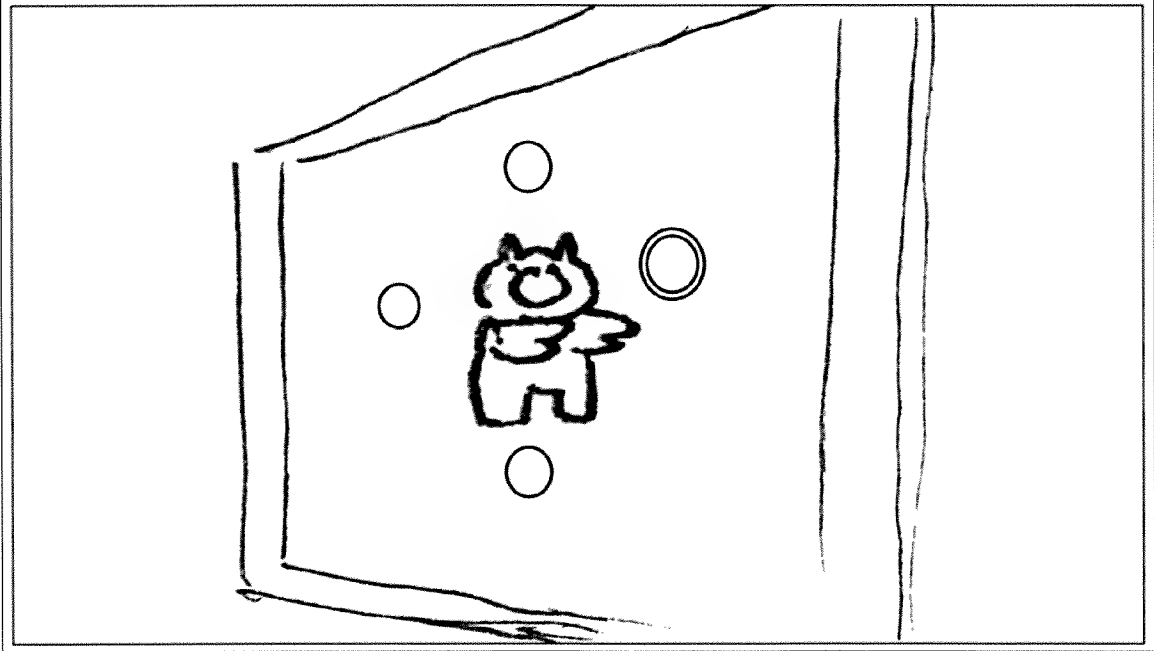
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Scene	Panel
161	cont 11



Slugging
0.06

Scene	Panel
161	cont 12



Slugging
0.06

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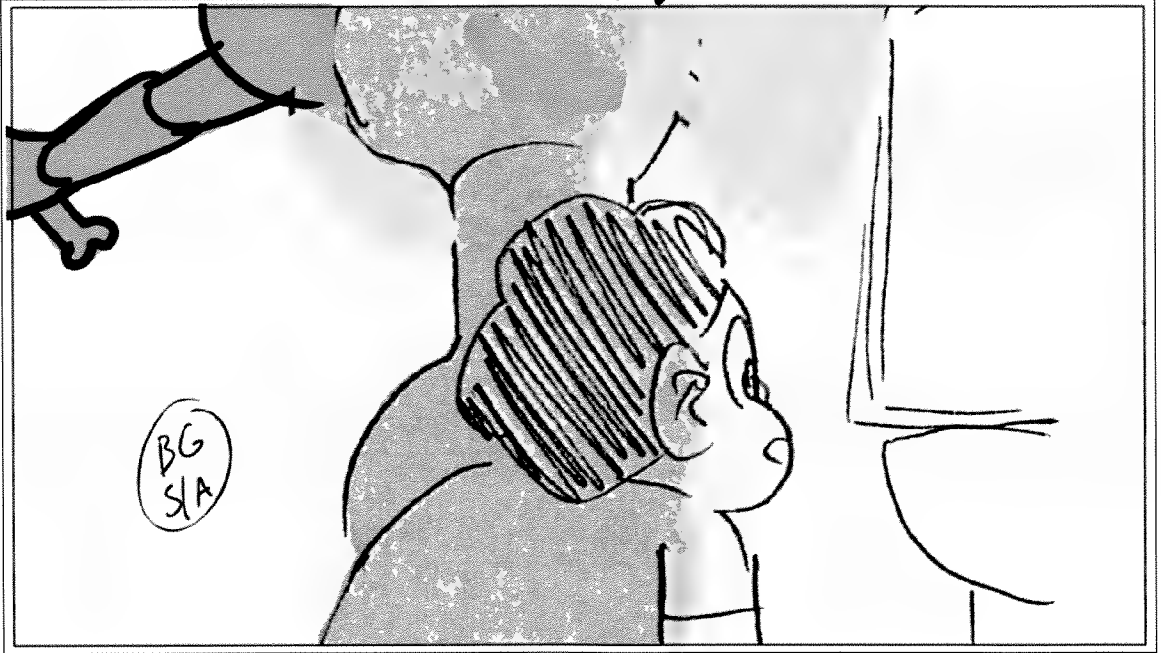
1020.009

Scene	Panel
162	1



Slugging
Panels 1 to 5 = 0.11

Scene	Panel
162	2

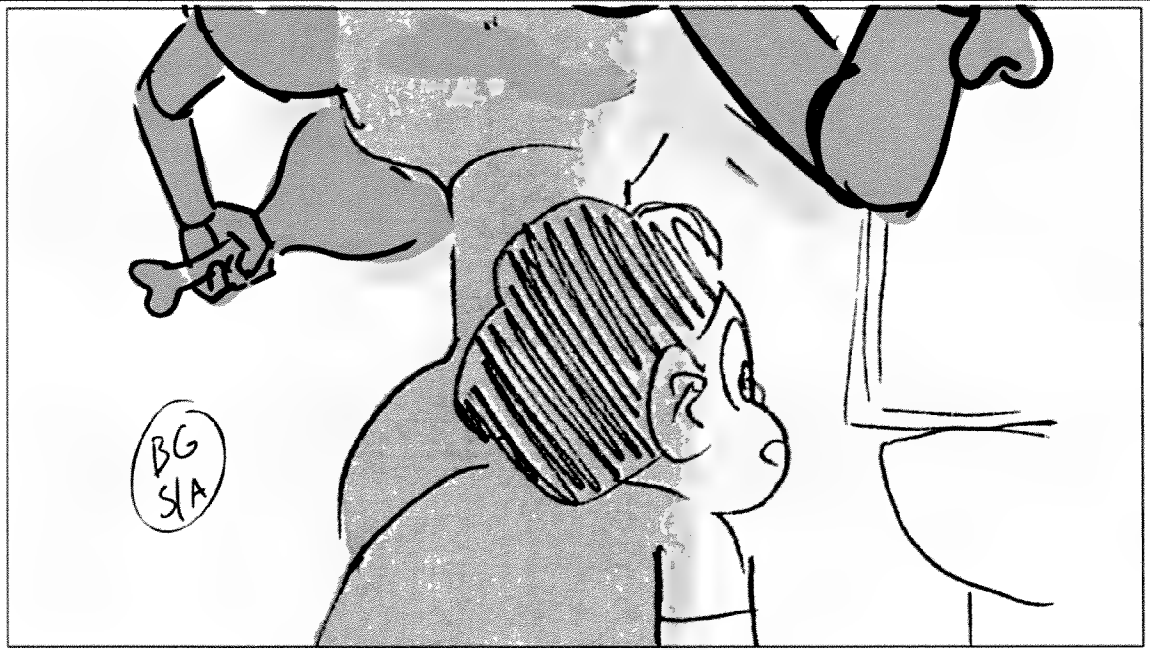


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Scene 162 Panel 3



Scene 162 Panel 4



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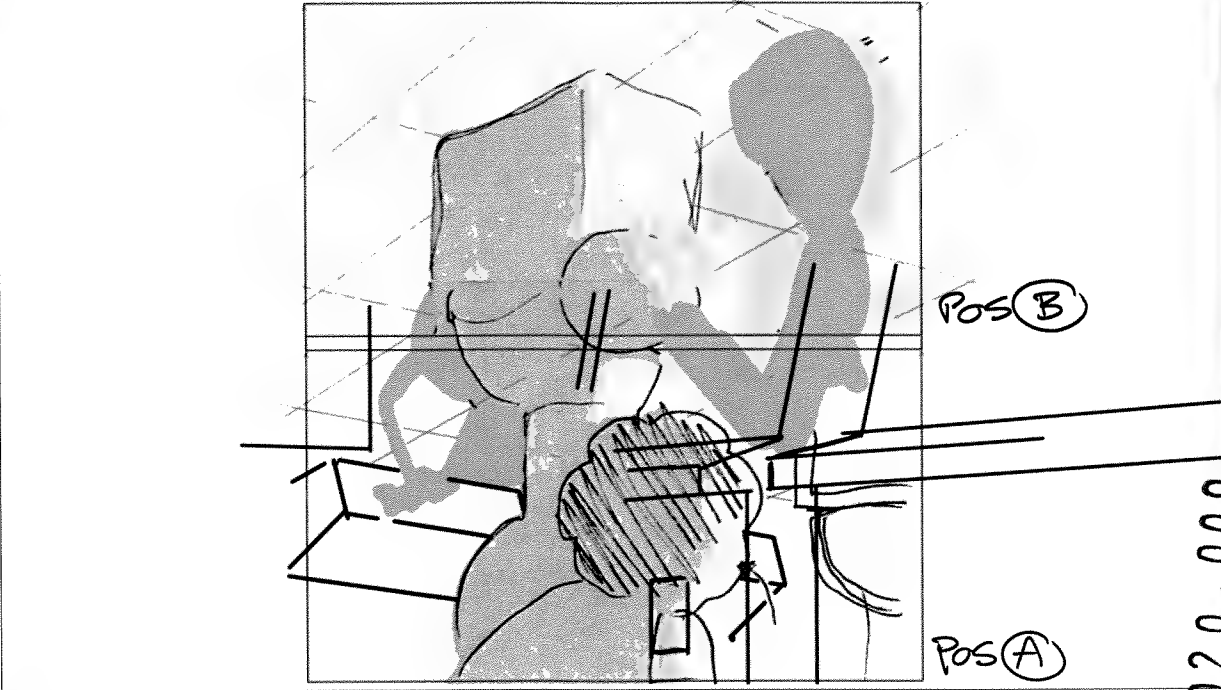
1020-009

Scene 162 cont Panel 5



Action Notes
Steven turns around

Scene 162 cont Panel 6



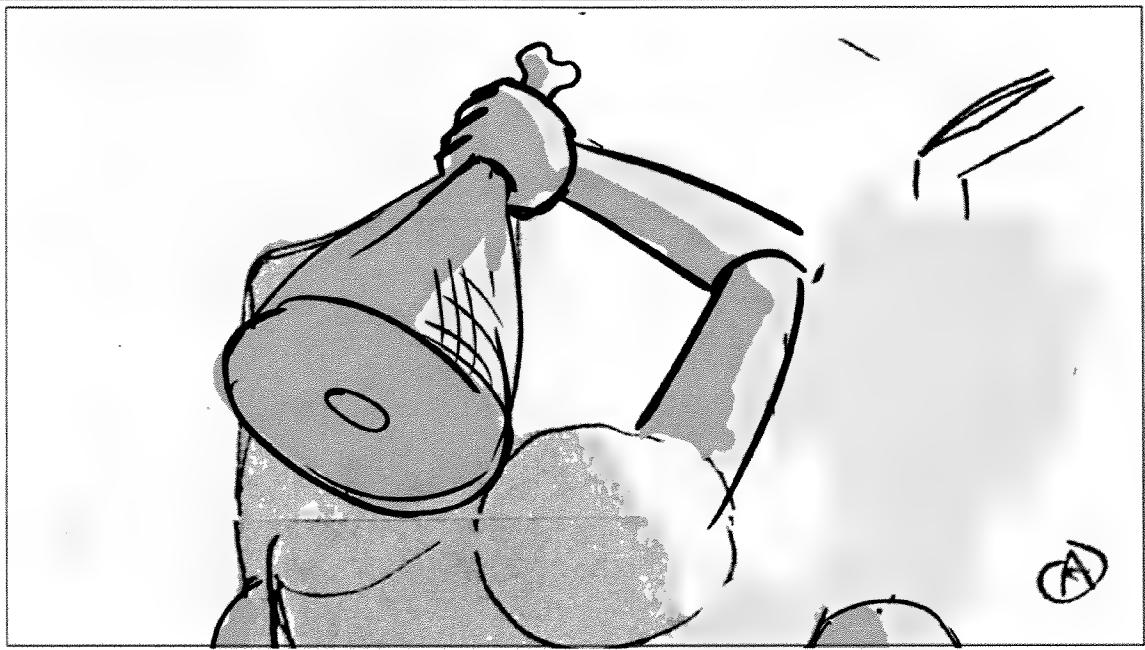
Dialog
STEVEN: BUT YOU GOTTA GET BACK AND HELP THE OTHERS! GARNET?

Action Notes
Then looks up at Garnet
Cycle Garnet arms through scene

Slugging
HOLD: 4.07
Then ADJ: 1.05
Then HOLD: 0.09

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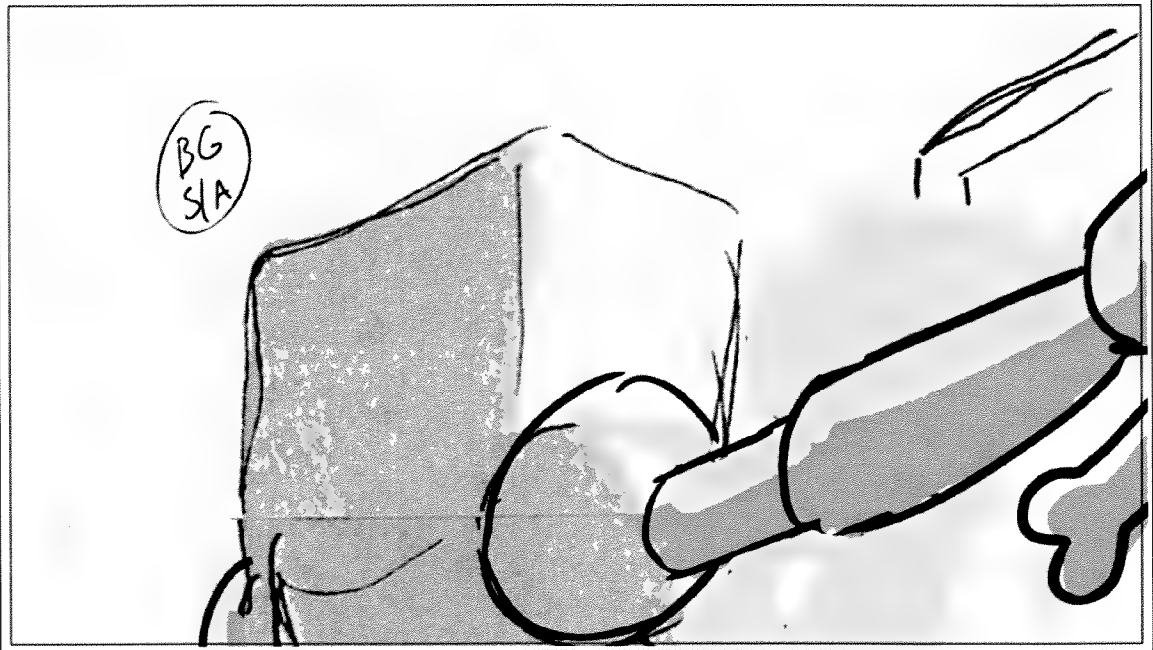
Scene 162 Panel 7
CONT



Action Notes
Cycle Garnet arms through scene

Slugging
Panels 7 to 9 = 0.11

Scene 162 Panel 8
CONT



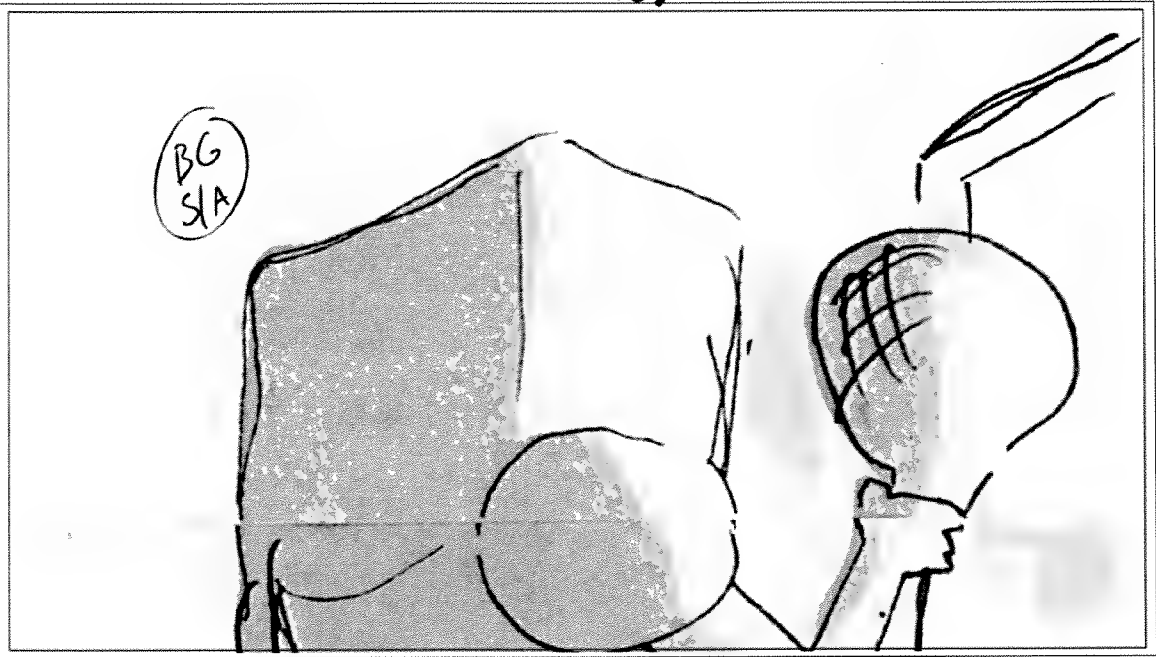
Action Notes
Cycle Garnet arms through scene

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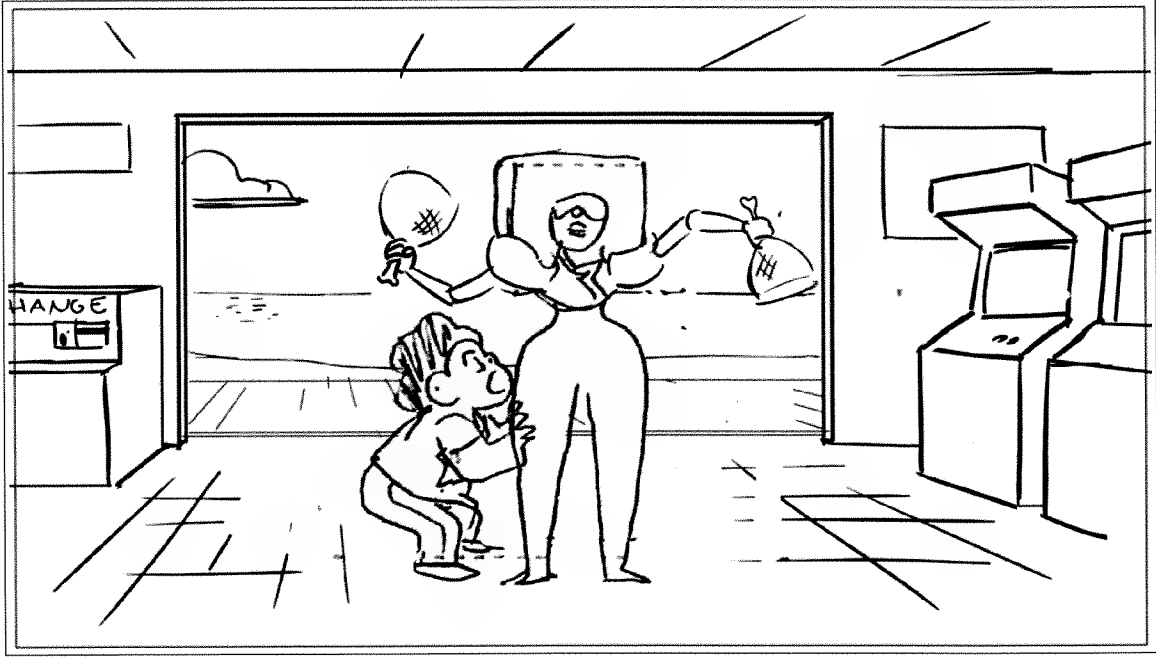
1020.009

Scene 162 Panel 9



Action Notes
Cycle Garnet arms through scene

Scene 163 Panel 1



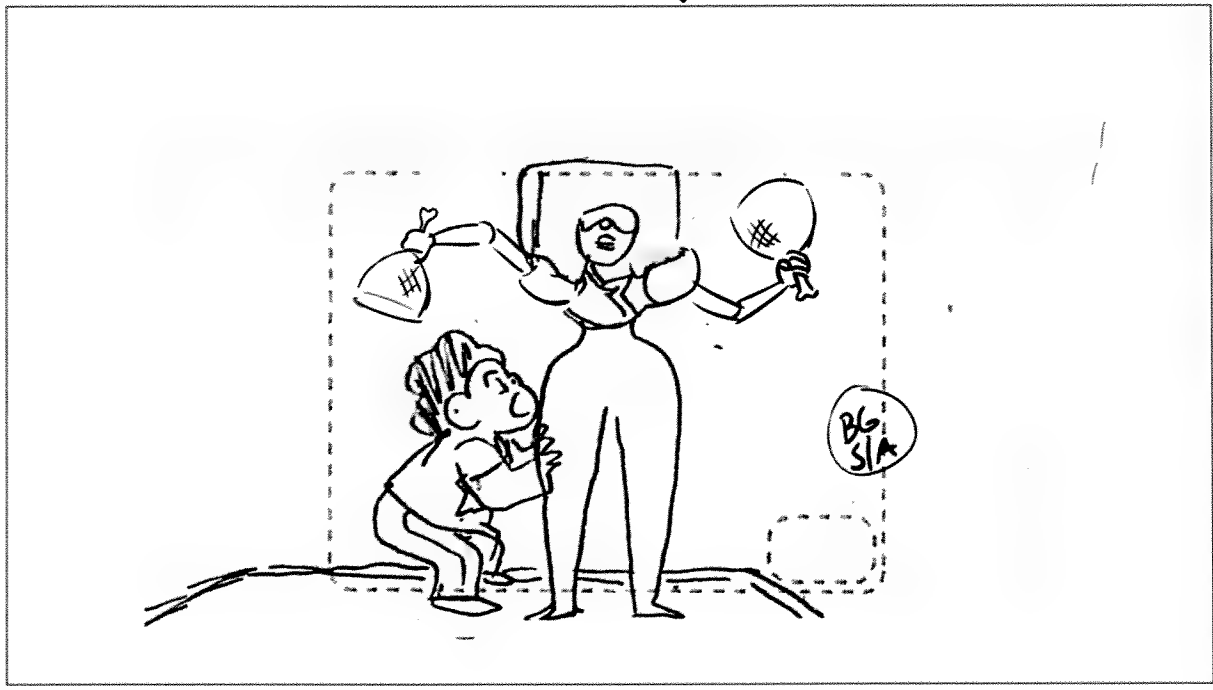
Dialog
STEVEN: GARNET C'MON!

Slugging
Panels 1 + 2 = 2.09
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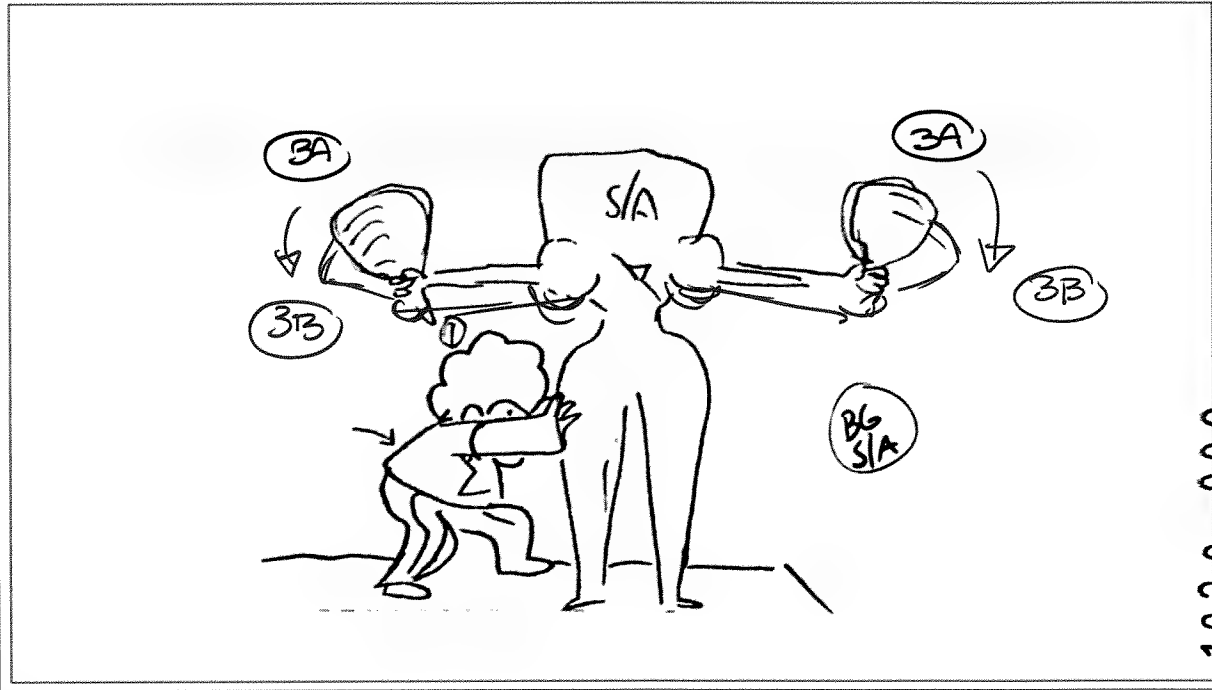
1020.009

Scene 163 Panel 2



Dialog
STEVEN: GARNET C'MON!

Scene 163 Panel 3



Dialog
STEVEN: OOF! UGH!

Action Notes
Steven tries to push Garnet,

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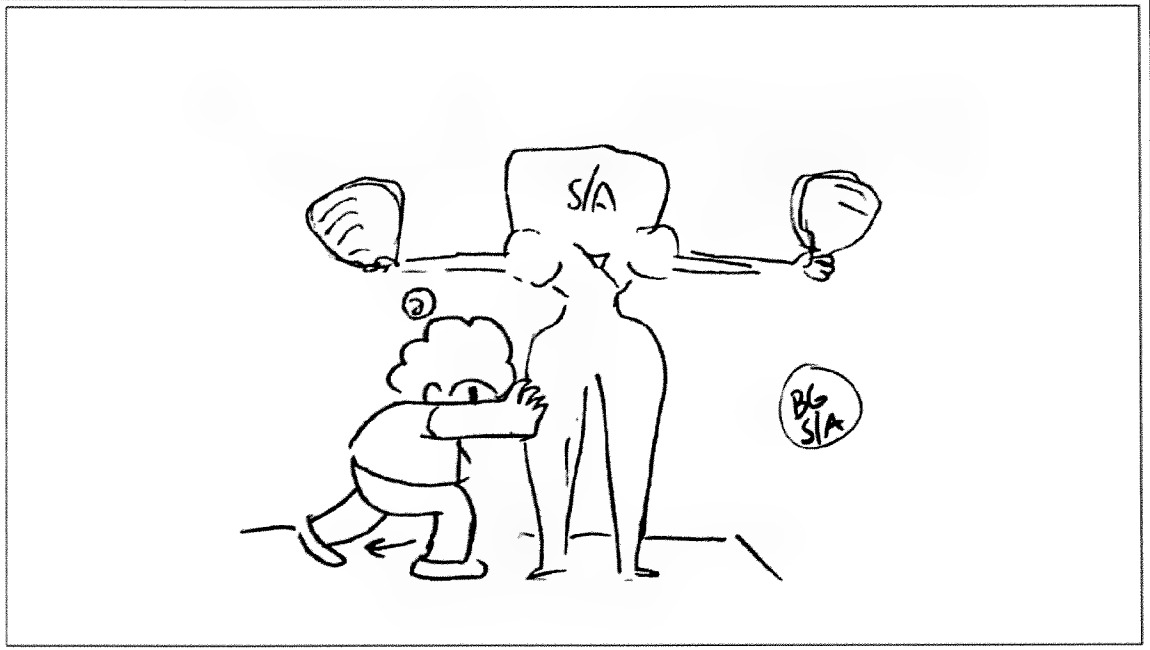
Slugging
1.03

1020.009

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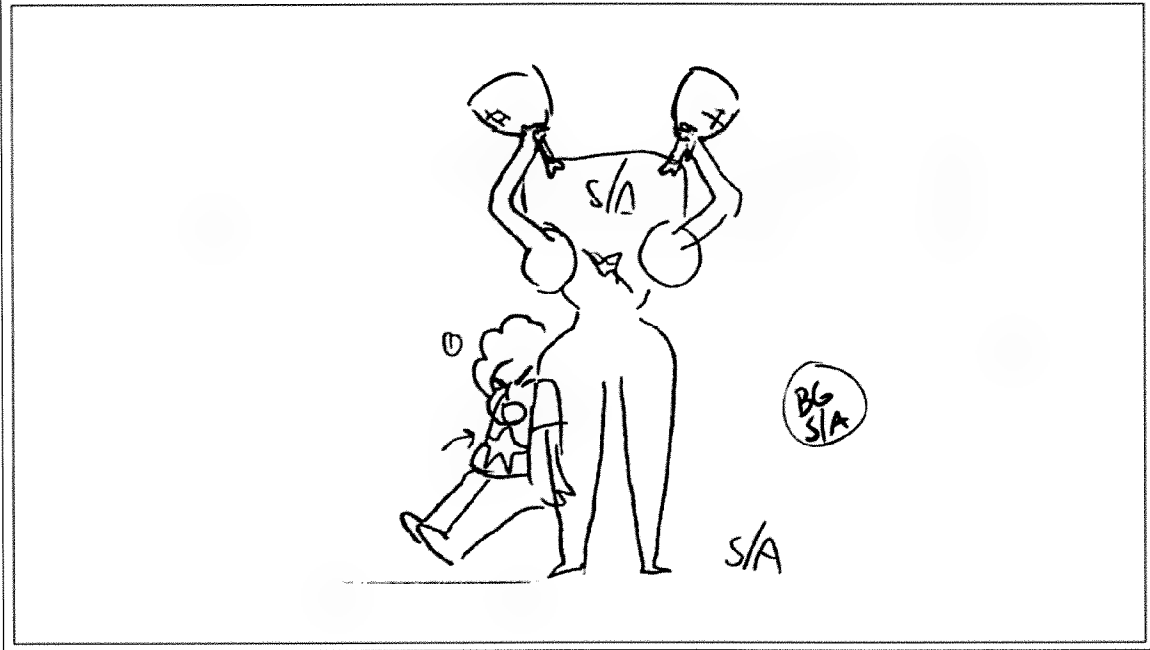
1020.009

Scene 163 Panel 4
CONT



Slugging
1.06

Scene 163 Panel 5
CONT



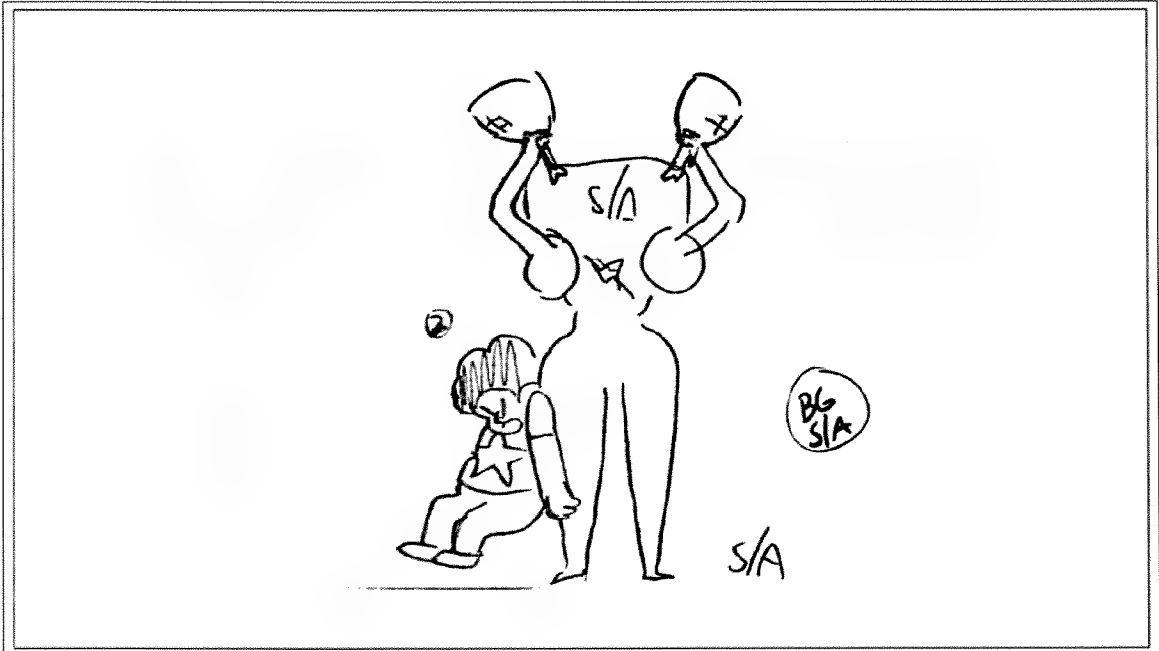
Dialog
STEVEN: UGH!

Slugging
0.09
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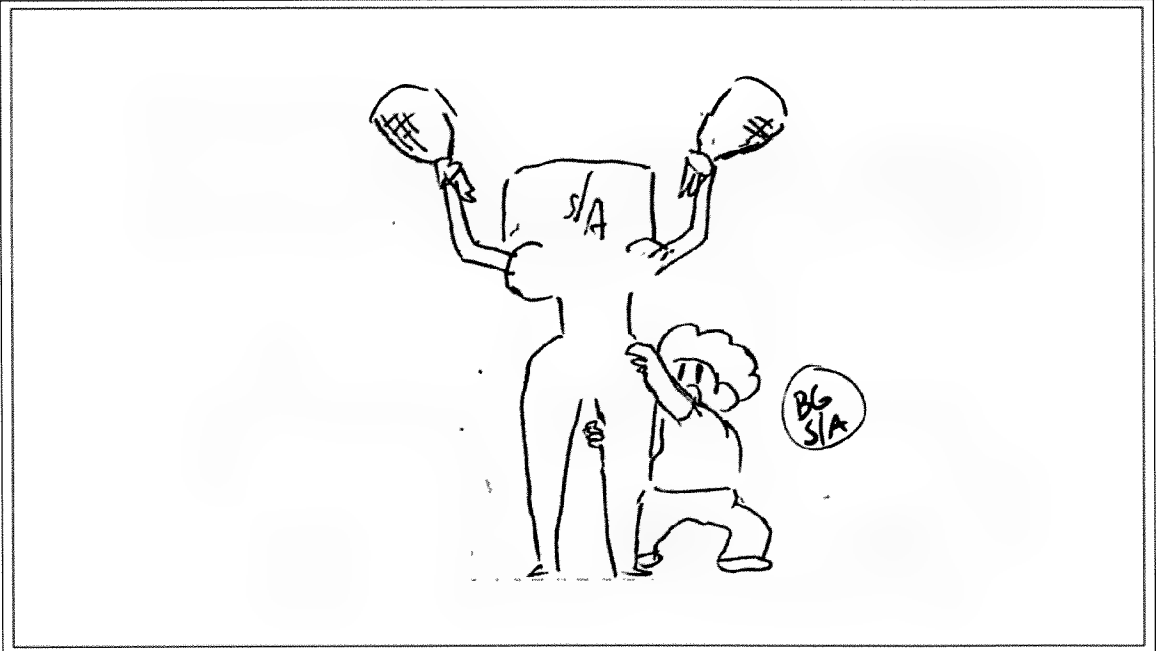
1020-009

Scene 163 Panel 6
CONT



Slugging
0.14

Scene 163 Panel 7
CONT



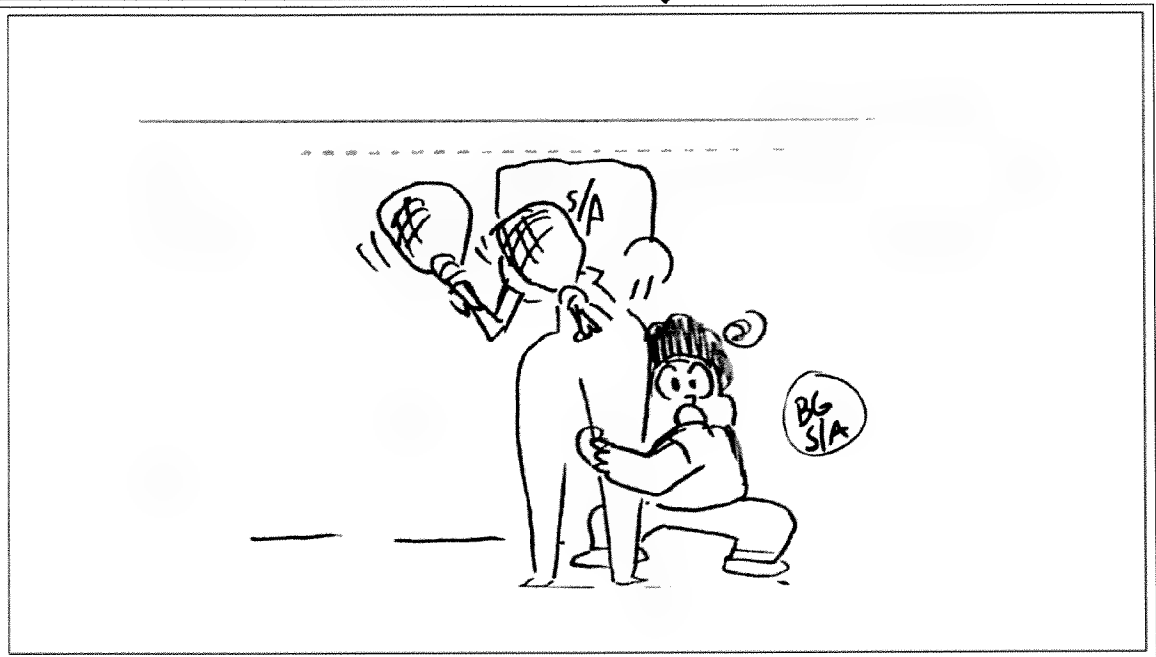
Dialog
STEVEN: GARNET! HEY!

Slugging
2.15
JUN 17 2013

1020.009

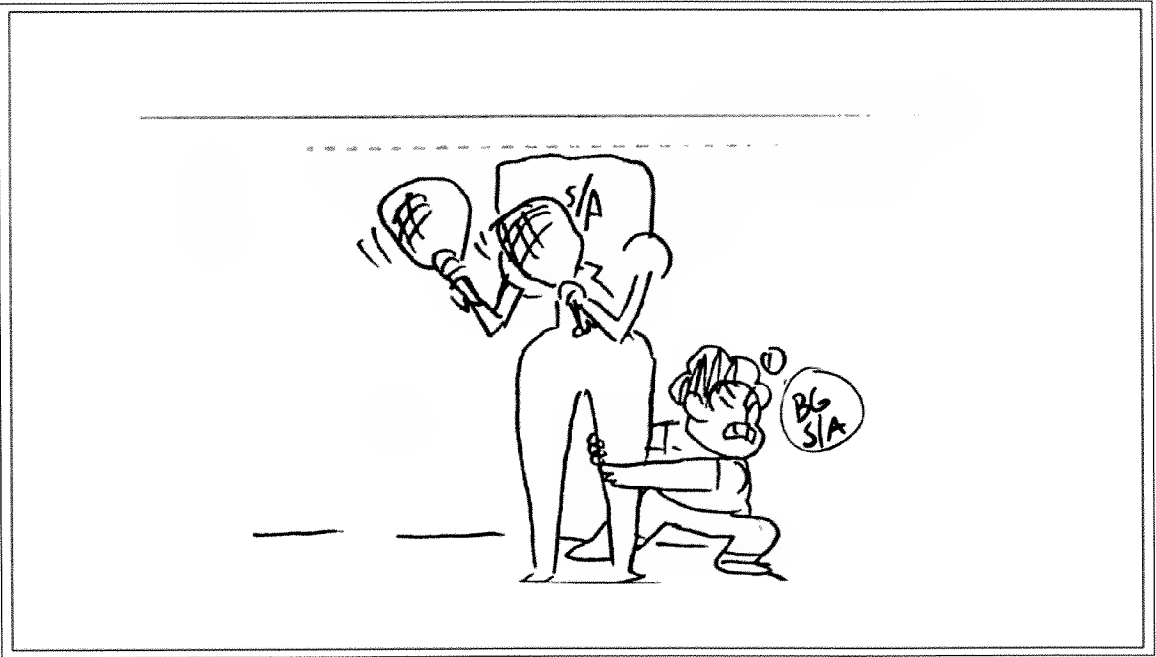
1020.009

Scene163Panel8



Slugging
0.04

Scene163Panel9



Dialog
STEVEN: UGH!

Slugging
2.03

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1020.009

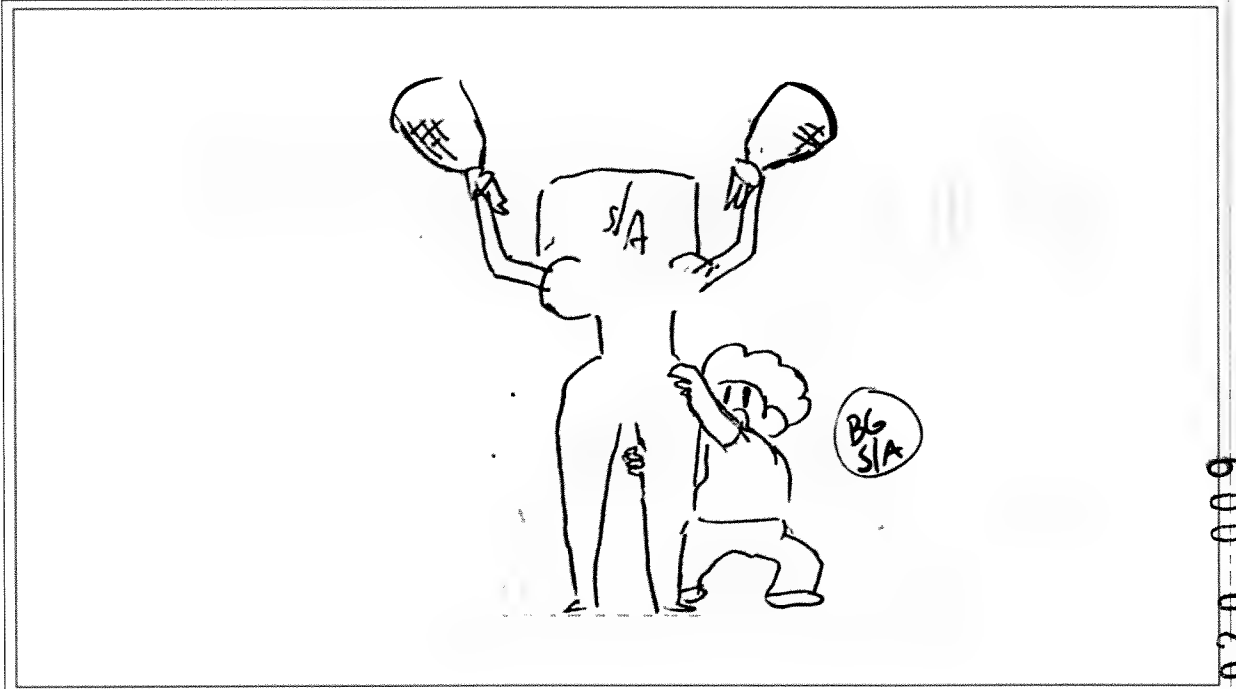
1020.009

Scene 163 CONT 10



Slugging
0.14

Scene 163 CONT 11



Dialog
STEVEN: THIS IS SERIOUS.

Slugging
2.03

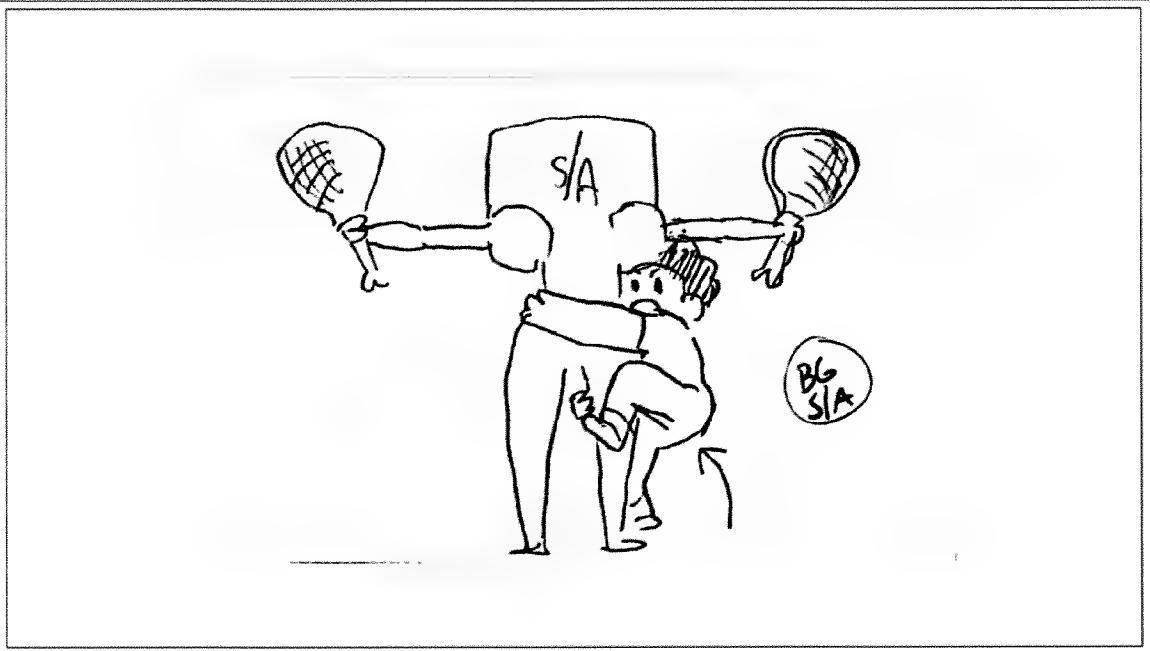
JUN 17 2013

600-0701

1020-009

1020-009

Scene 163 Panel 12

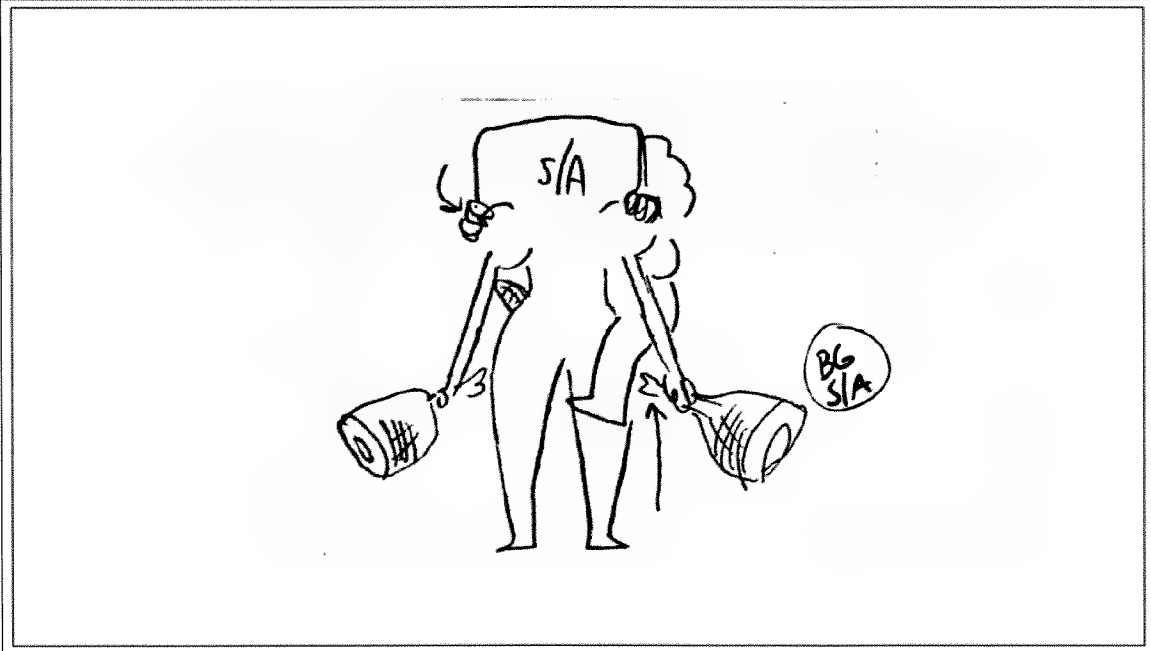


Dialog
STEVEN: PEARL AND AMETHYST ARE IN TROUBLE!

Action Notes
Steven climbs up Garnet

Slugging
1.15

Scene 163 Panel 13



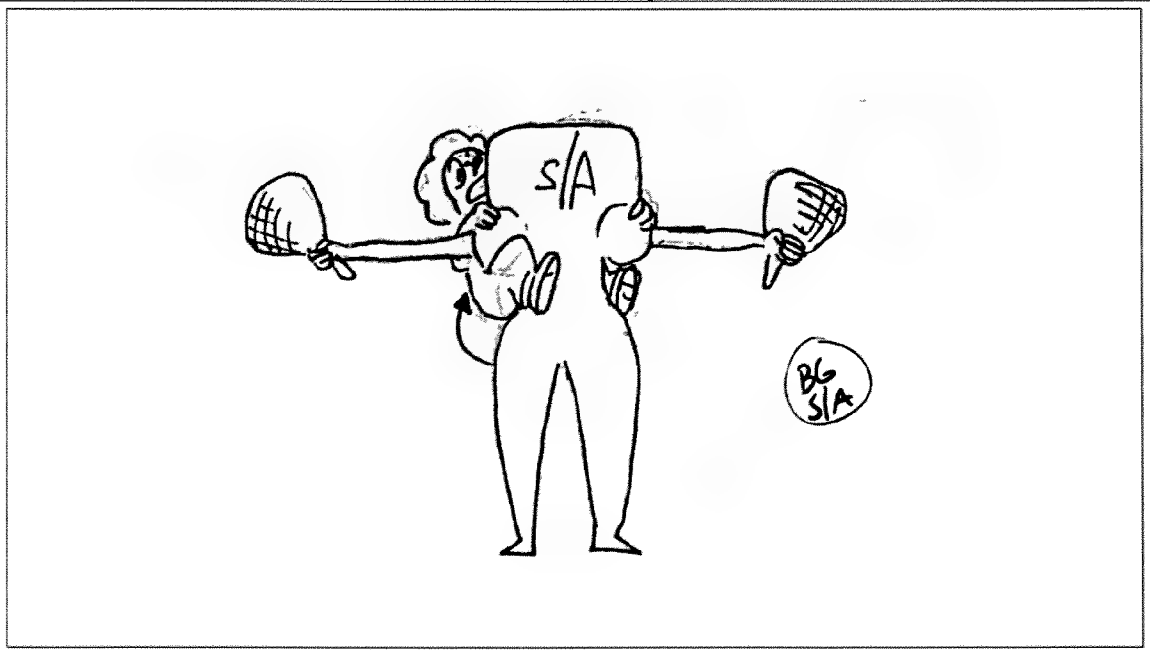
Slugging
1.09

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1020-009

Scene	Panel
163	14



Dialog

STEVEN: GARNET, WHY ARE

Slugging

2.11

Scene	Panel
164	1



Slugging

Panels 1 + 2 = 1.11

Notes

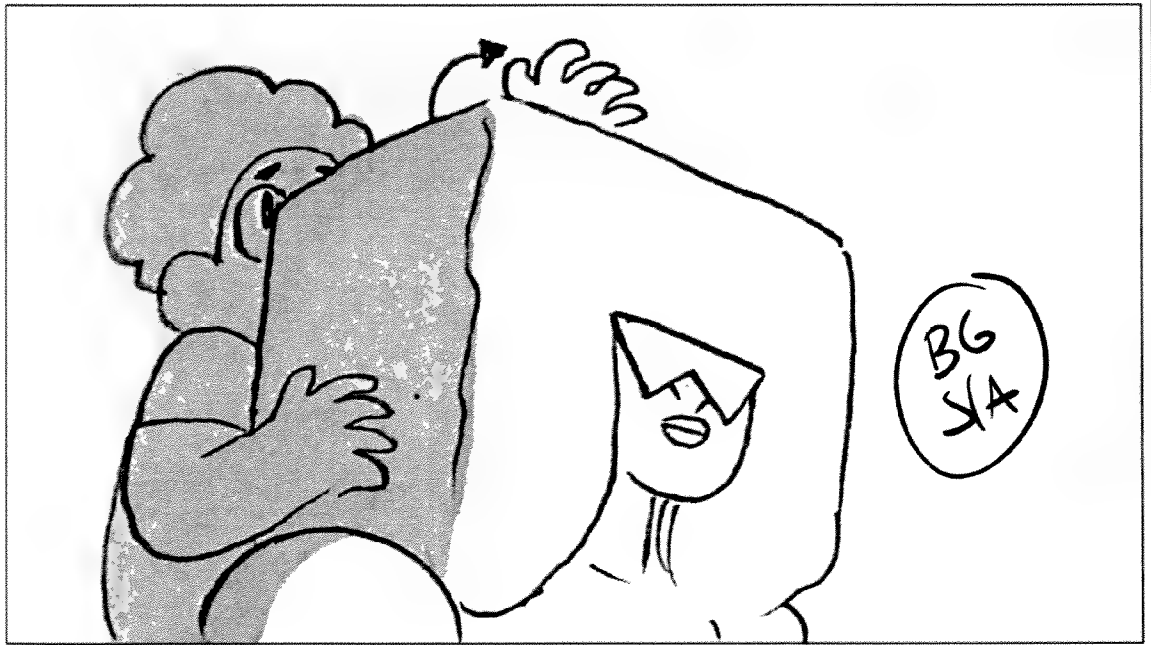
H.U. Steven to previous.

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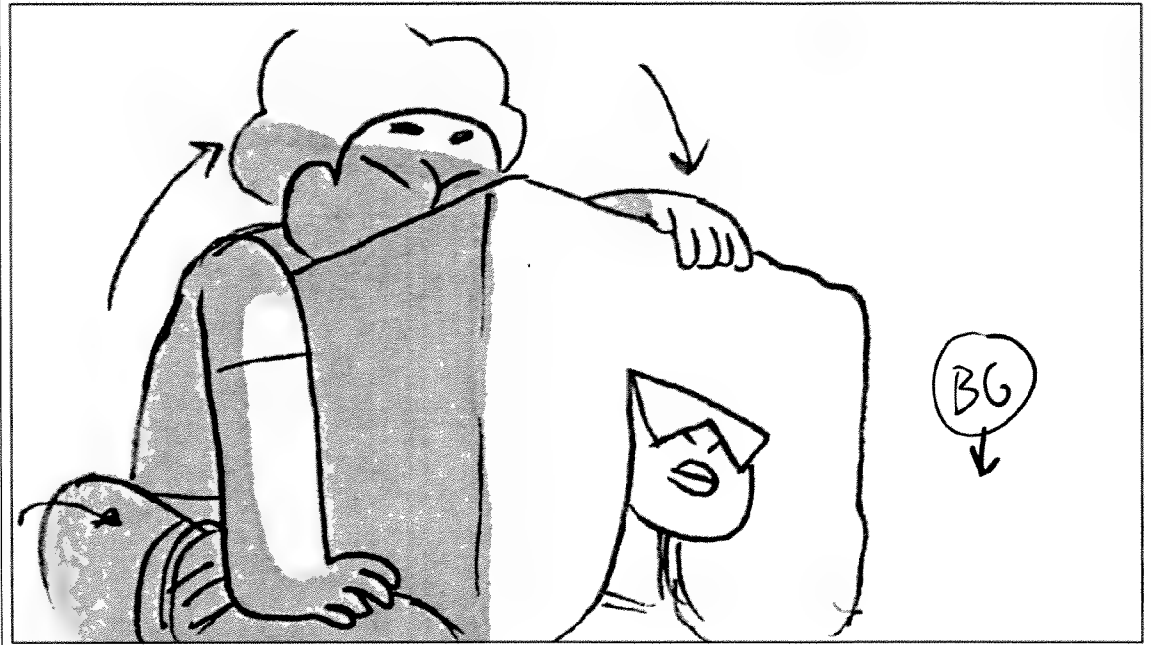
1020.009

Scene 164 Panel 2



Dialog
STEVEN: ...YOU...

Scene 164 Panel 3



Dialog
STEVEN: ...SO...

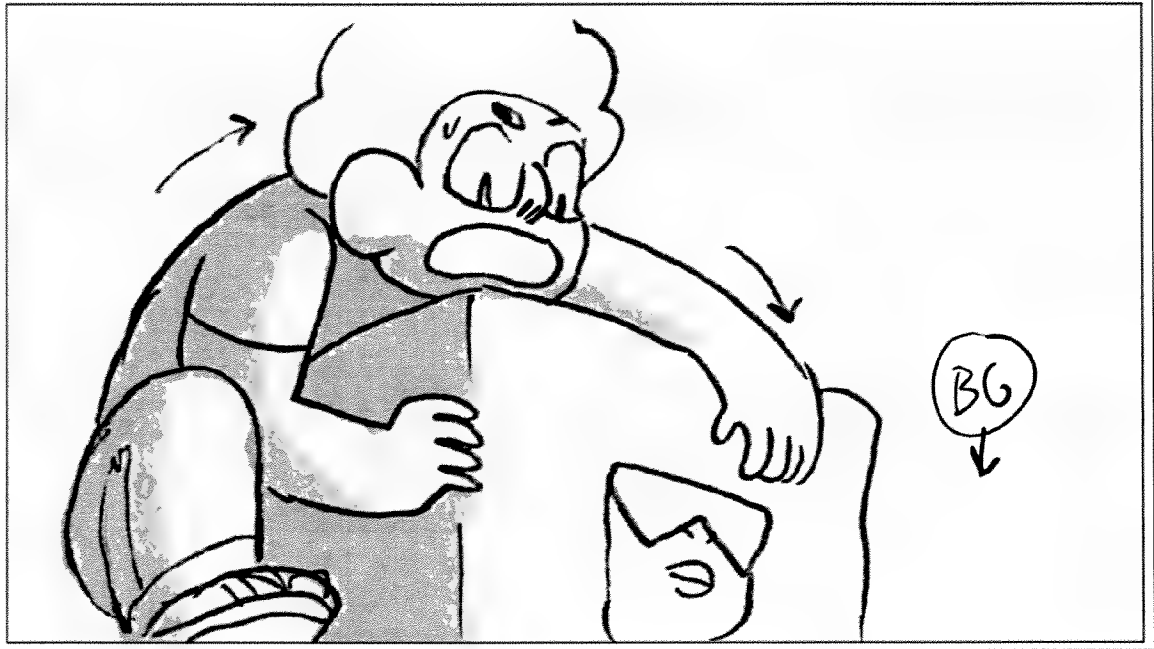
Slugging
1.05

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1020.009

1020.009

Scene 164 Panel 4
CONT



Dialog
STEVEN: ...HARD...

Slugging
1.08

Scene 164 Panel 5
CONT



Dialog
STEVEN: ...TO CLIMB?

Slugging
2.05
JUN 17 2013

1020.009

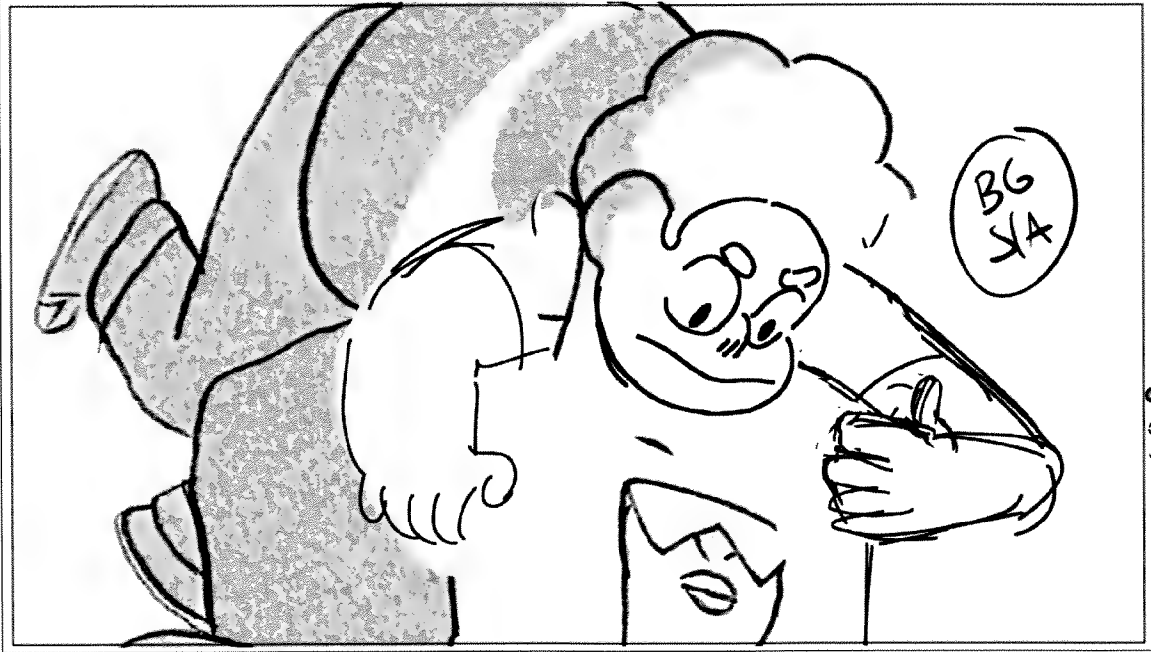
1020.009

Scene 164 Panel 6



Slugging
0.09

Scene 164 Panel 7



Action Notes
Steven waves his hand infront of garnets eyes twice.

Slugging
Panels 7 + 8 x 2 = 0.11
Total frames for repeat: 1.06

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1020.009

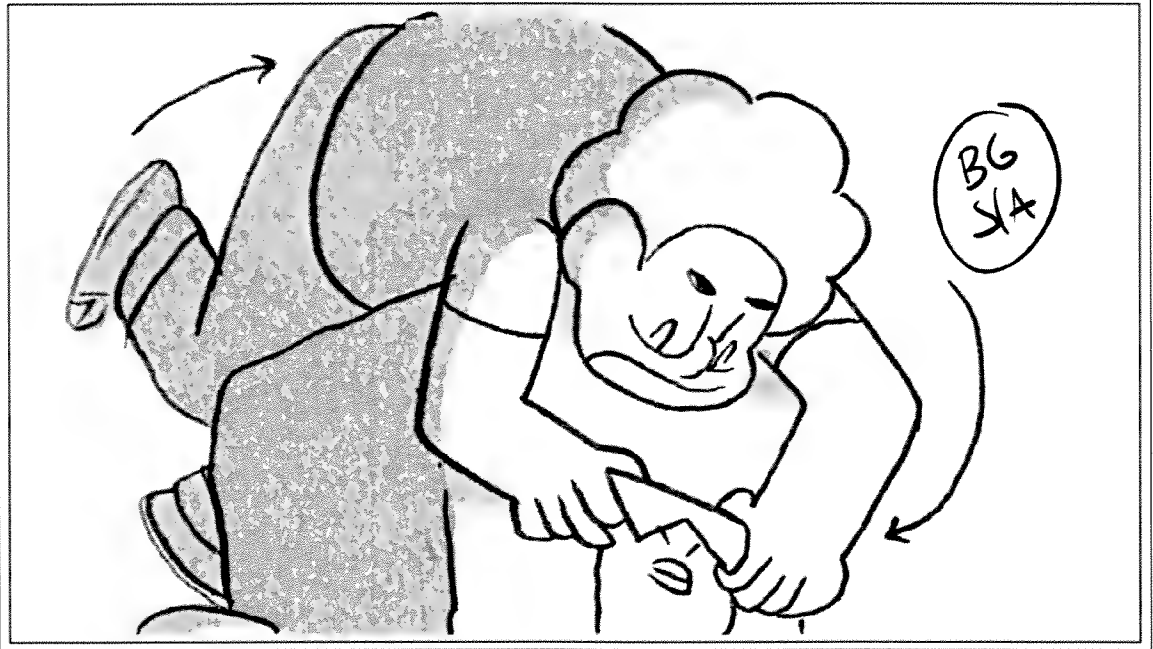
600.0701

1020.009

Scene 164 Panel 8



Scene 164 Panel 9



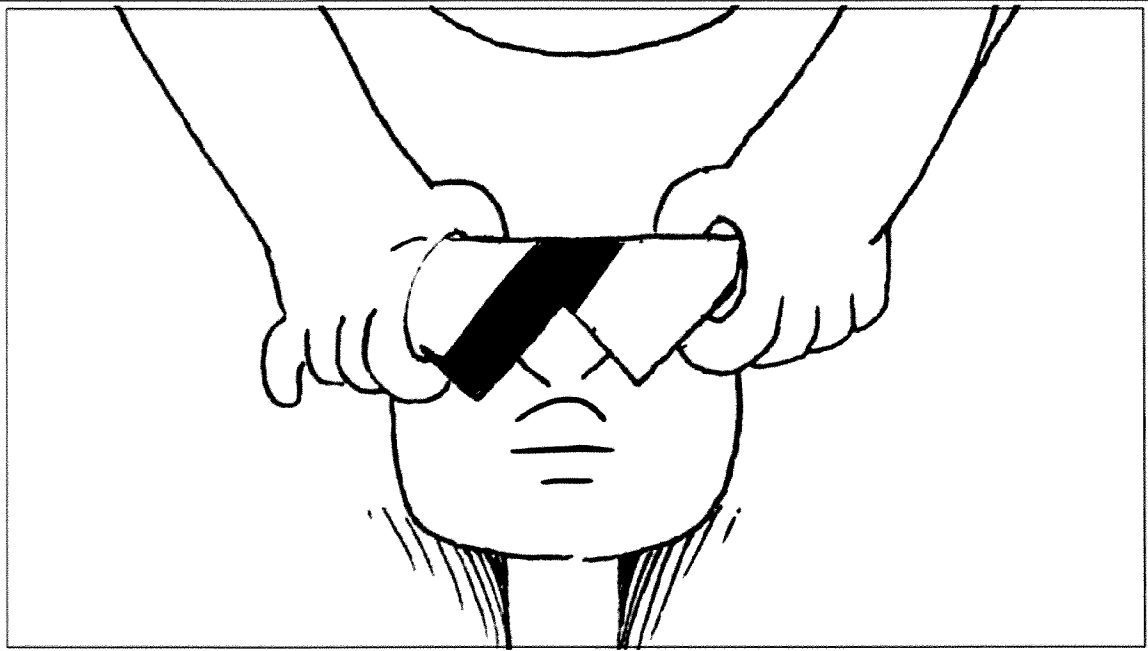
Dialog
STEVEN: GARNET!

Slugging
1.15
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1020.009

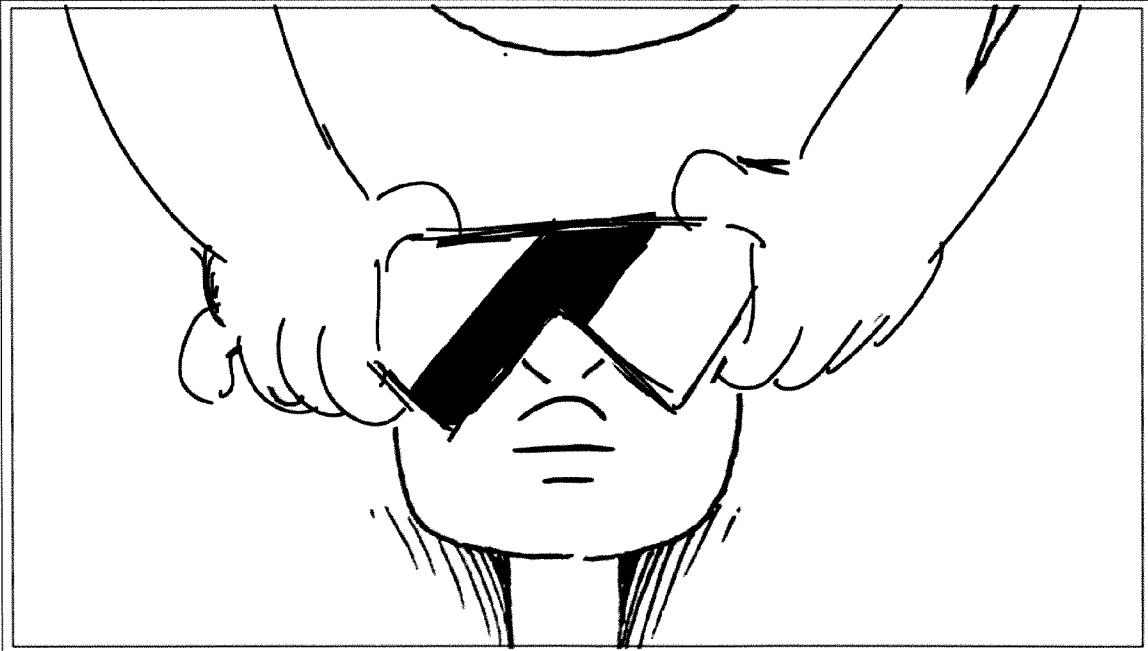
600.0701

Scene	Panel
165	1



Slugging
0.04

Scene	Panel
165	2



Slugging
0.04

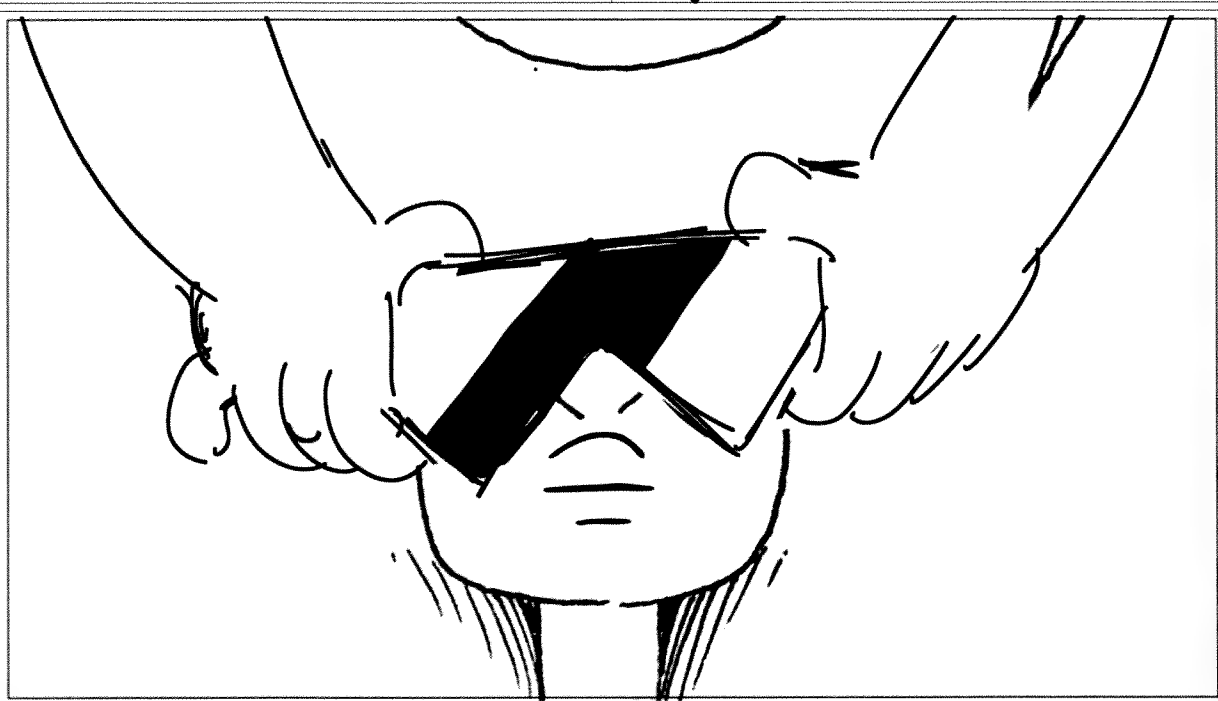
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1020.009

1020.009

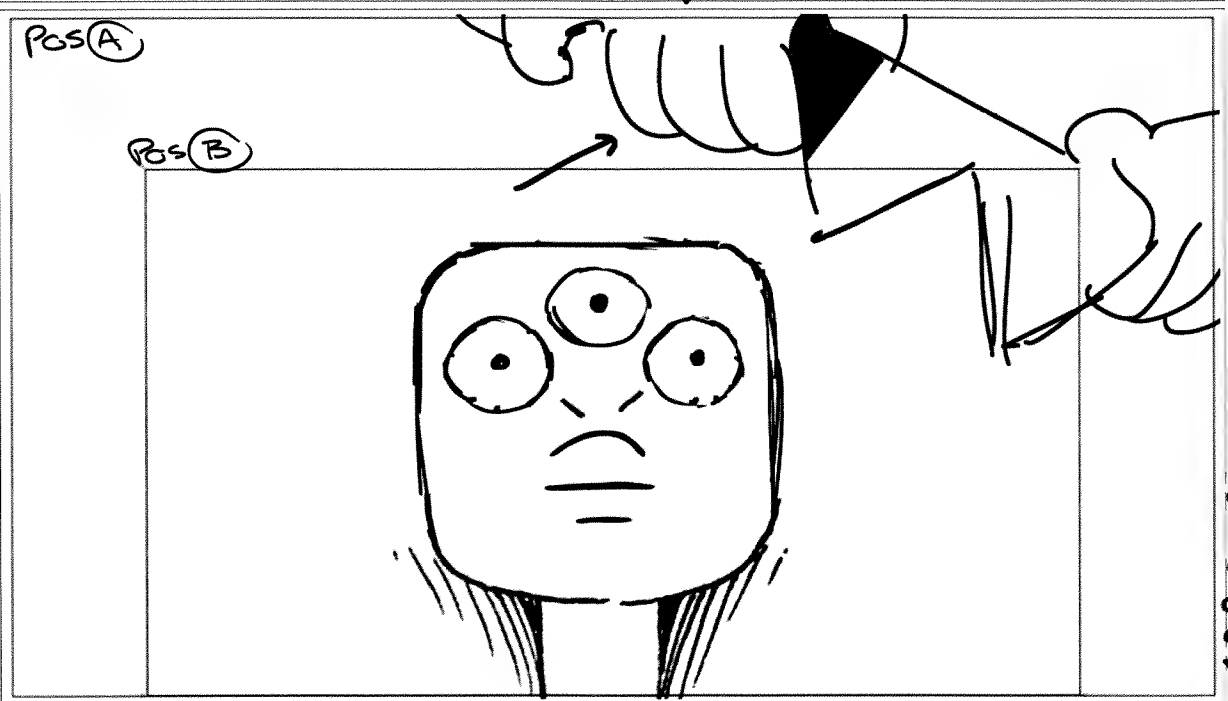
Scene	Panel
165	cont 3



Action Notes
Steven takes off Garnet glasses.

Slugging
0.04

Scene	Panel
165	cont 4



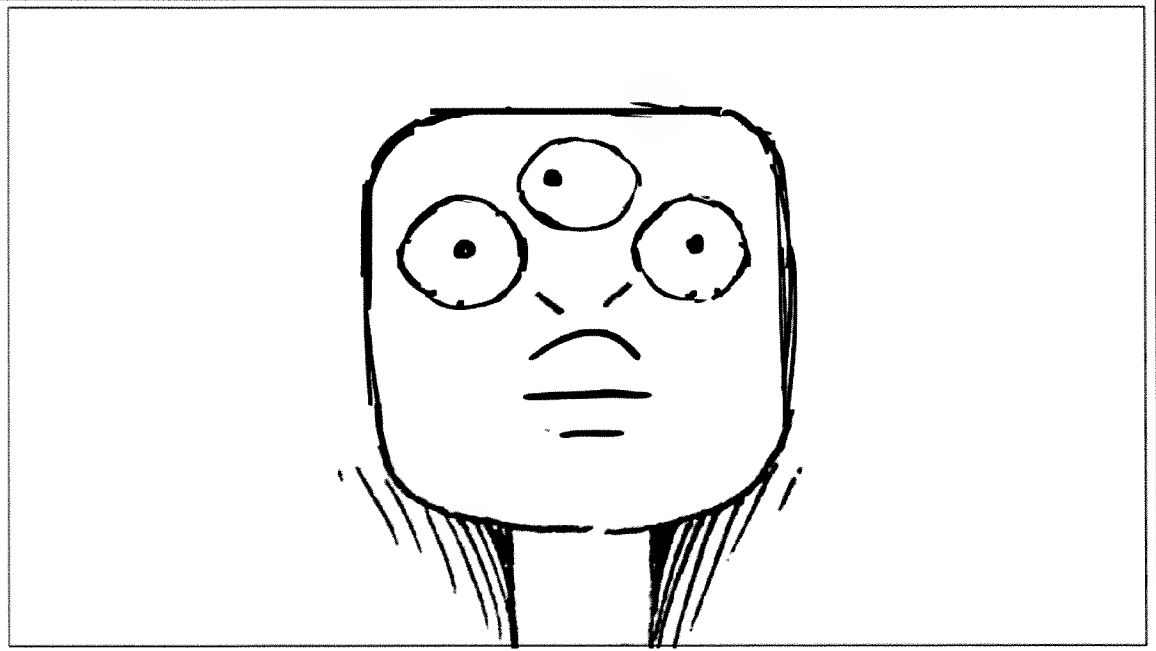
Action Notes
Truck in to Garnet face.

Slugging
Panels 4 to 9 = 3.00
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ADJ: 0.04
Then: close-ups of eye movements.

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Scene 165 Panel 5
cont

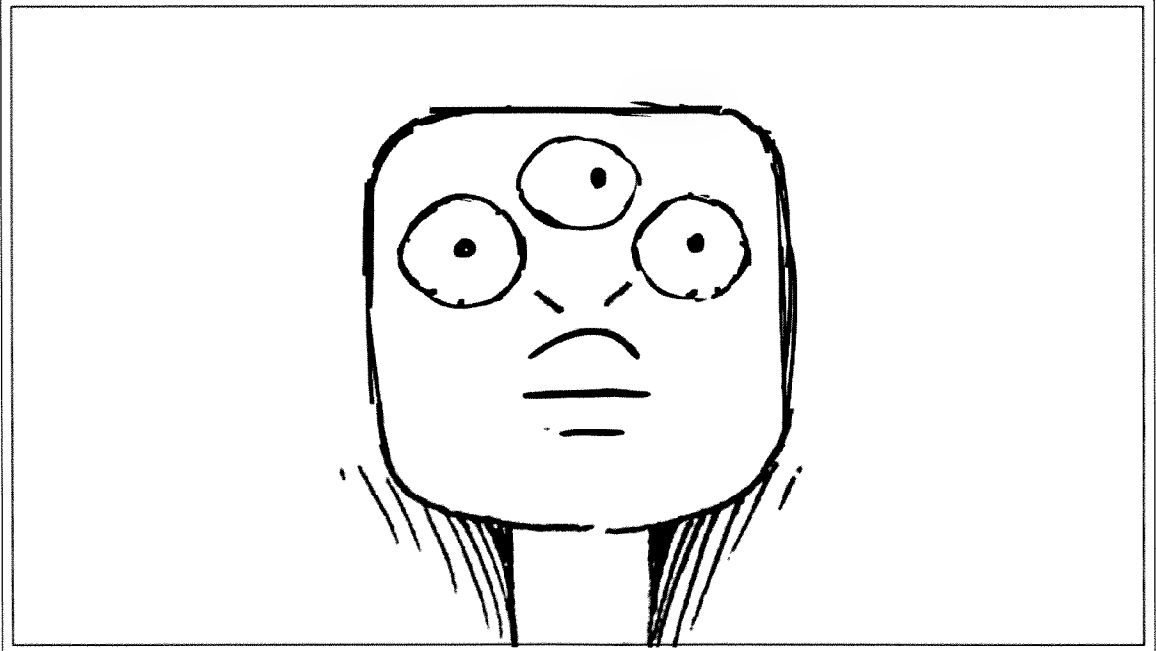


Dialog
GAME THAT'S RARE!

Action Notes
Garnet's third eye looks around.

Slugging
0.09

Scene 165 Panel 6
cont



Slugging
0.05

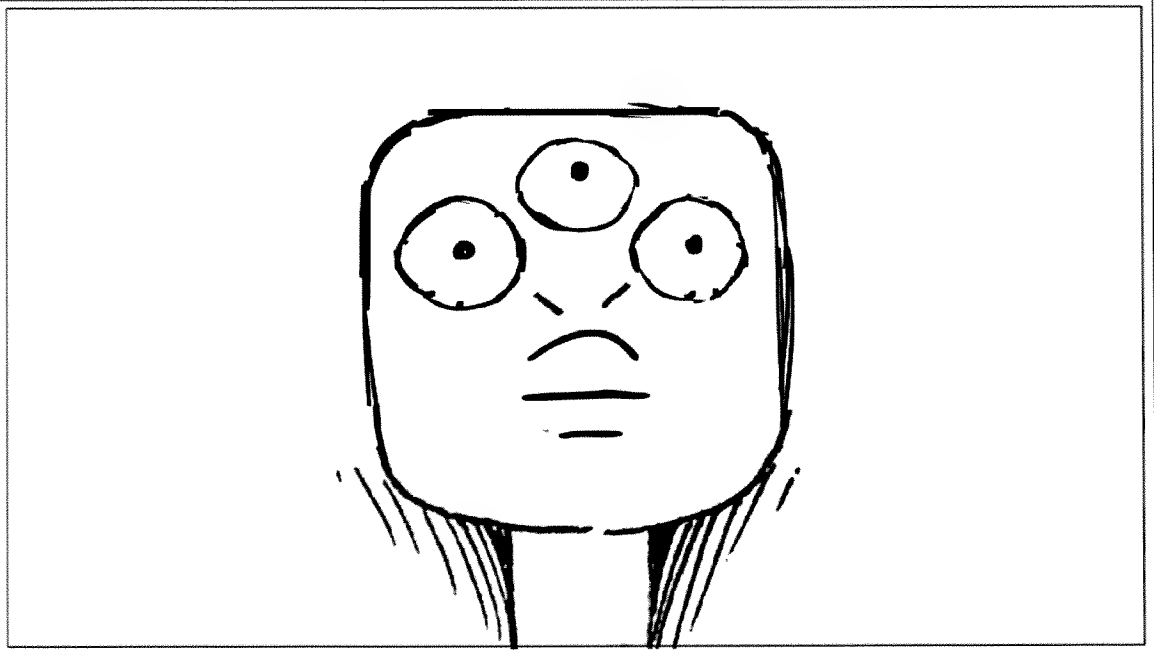
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1020-009

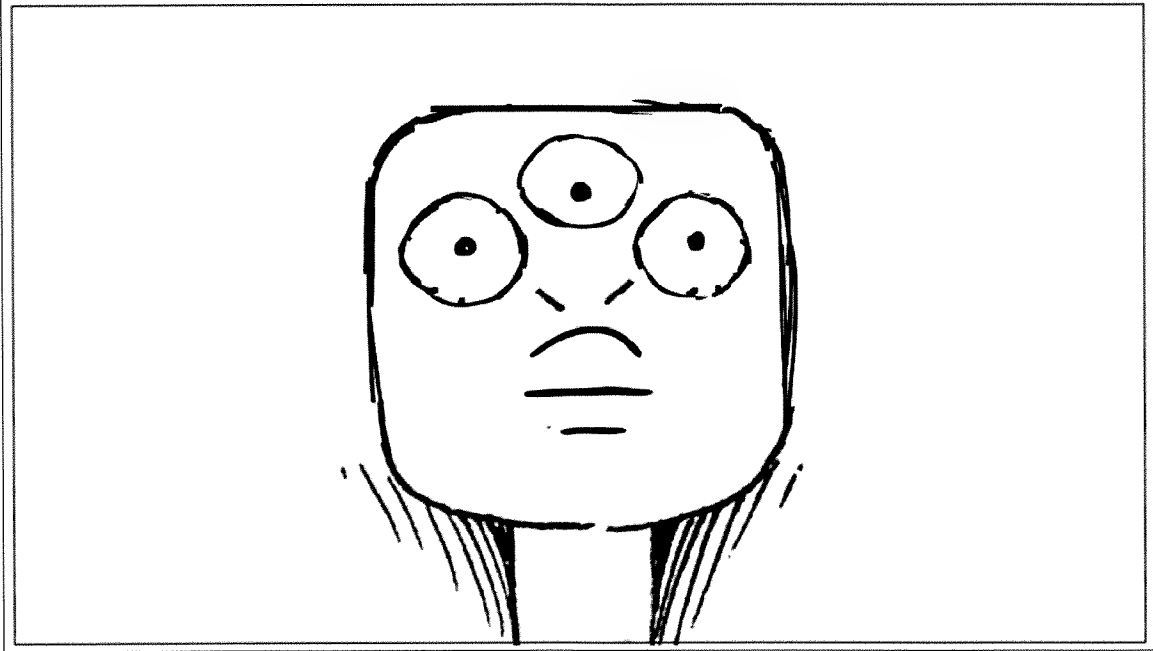
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Scene	Panel
165	cont
	7



Slugging
0.06

Scene	Panel
165	cont
	8



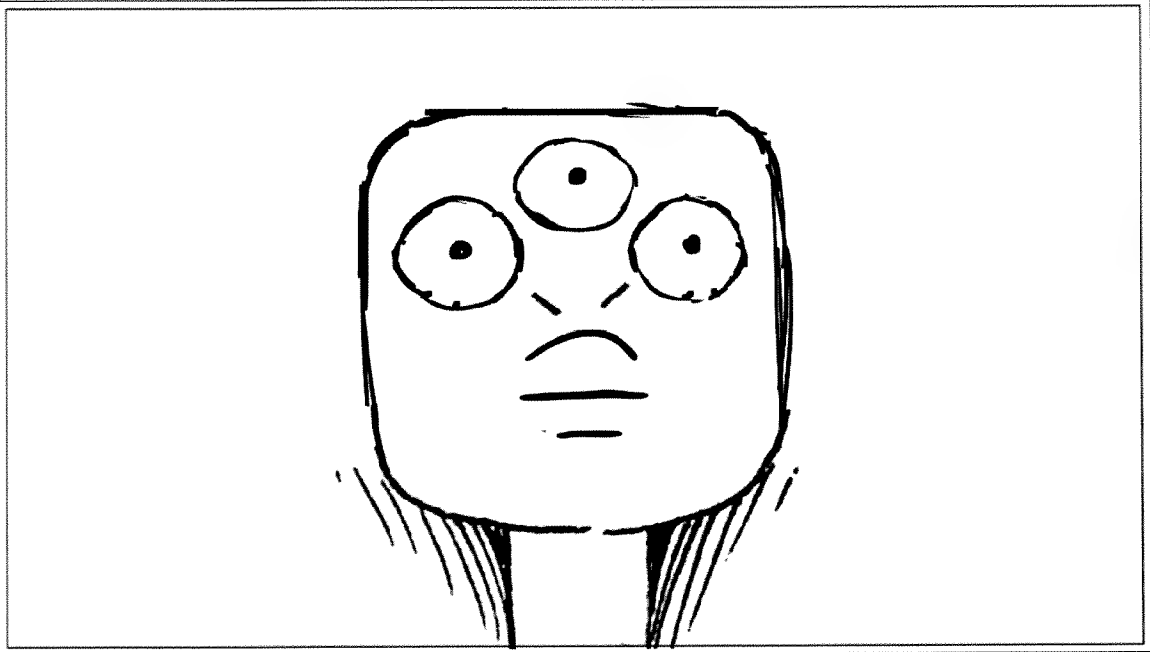
Slugging
0.06

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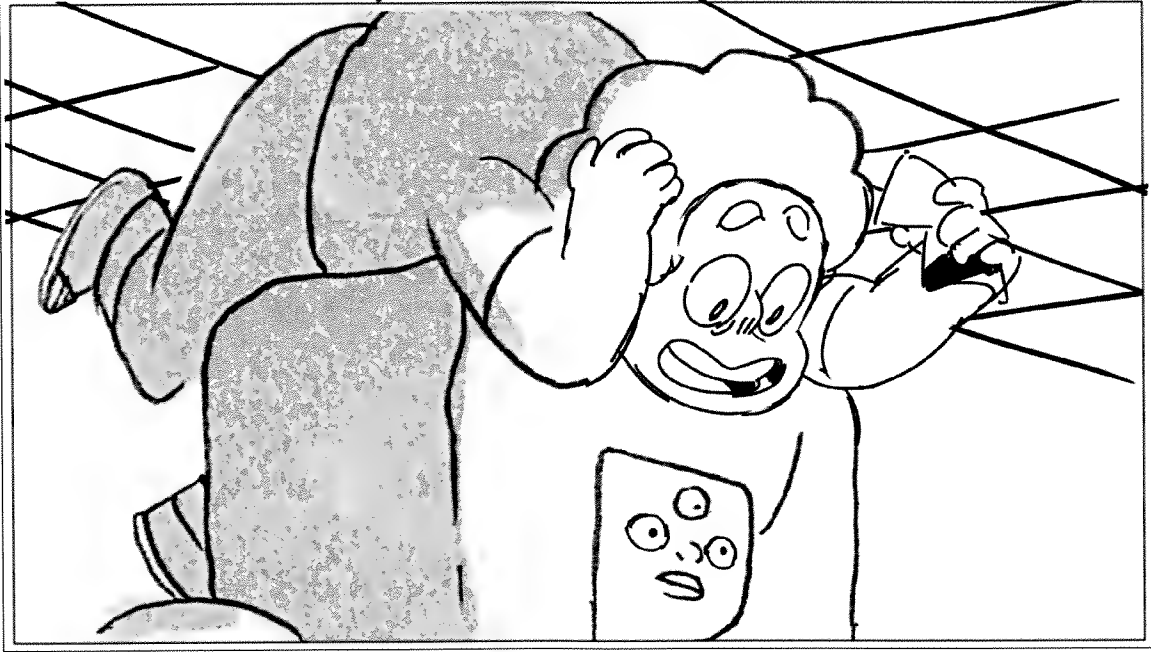
1020.009

Scene 165 Panel 9



Slugging
0.06

Scene 166 Panel 1



Dialog
STEVEN: OH MY...

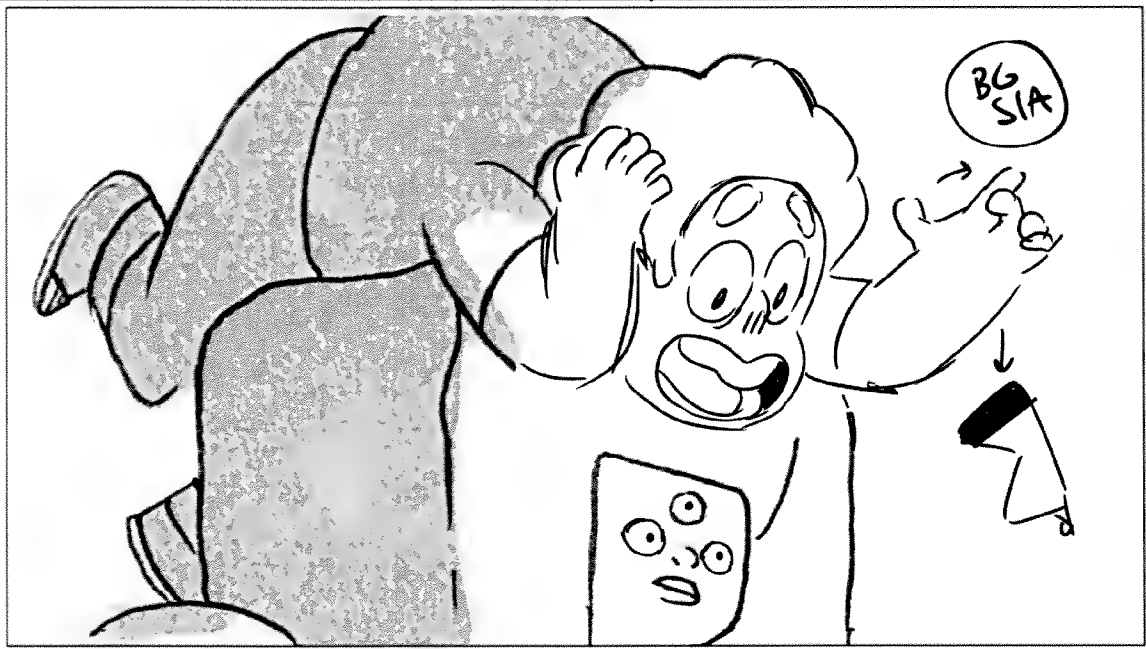
Slugging
1.09
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1020.009

Scene 166 Panel 2

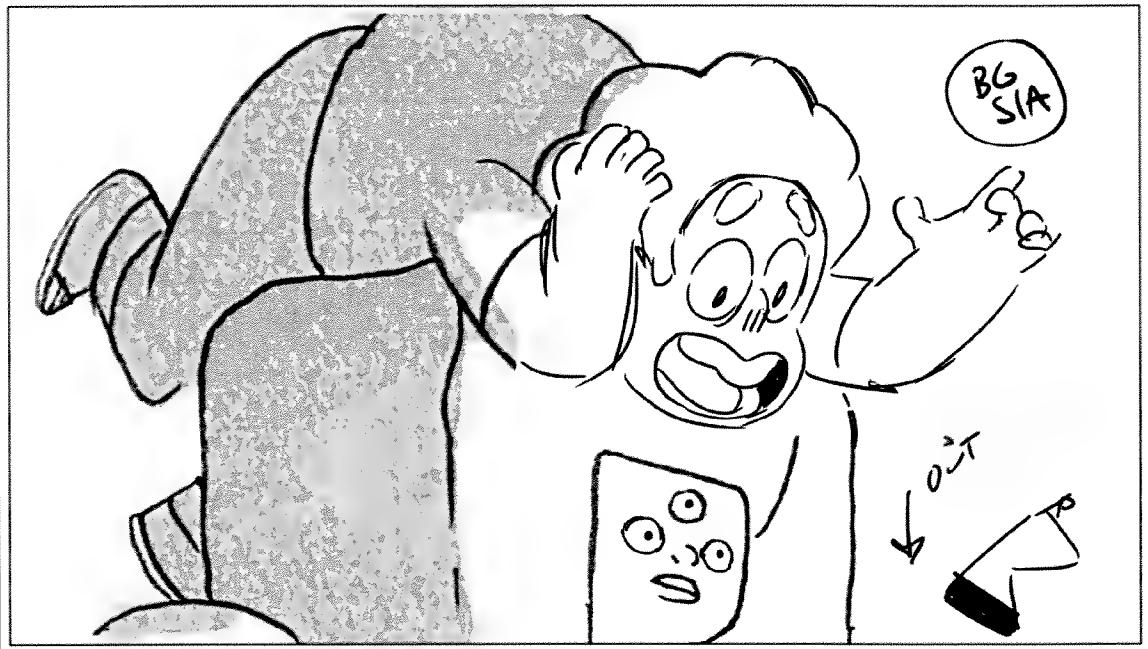


Dialog
STEVEN: ...GOSH!

Action Notes
Steven drops Garnets sunglasses.

Slugging
Panels 2 + 3 = 1.04

Scene 166 Panel 3



Dialog
STEVEN: ...GOSH!

Action Notes
Sunglasses out

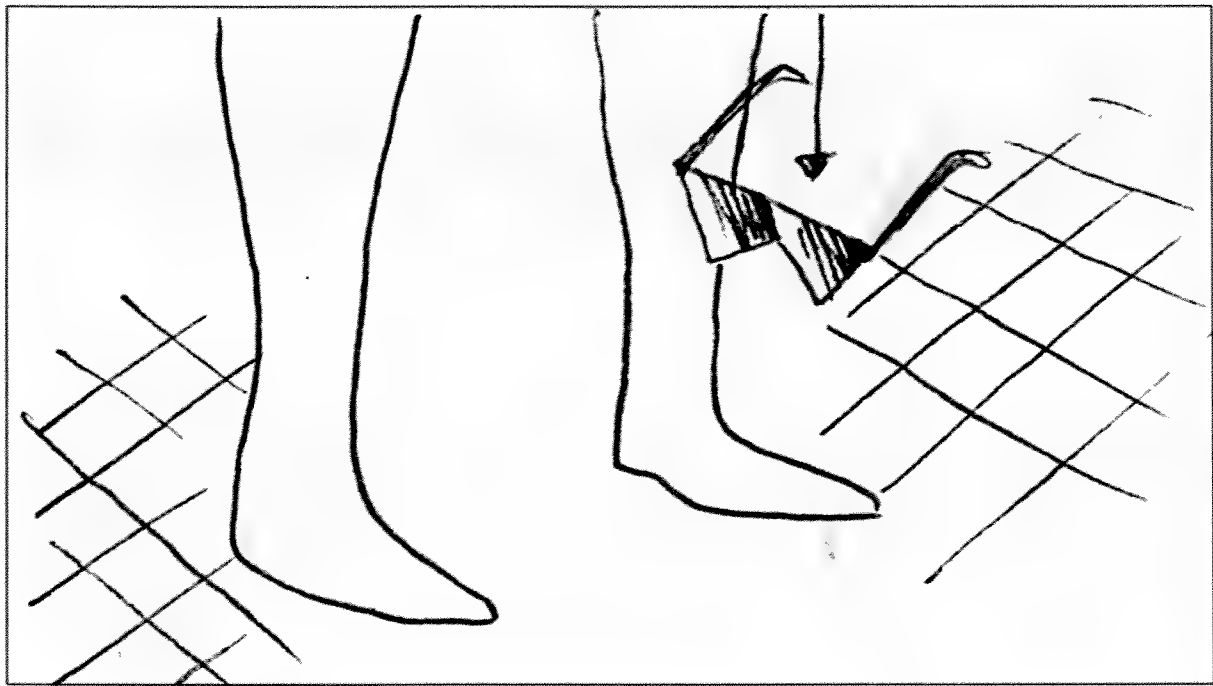
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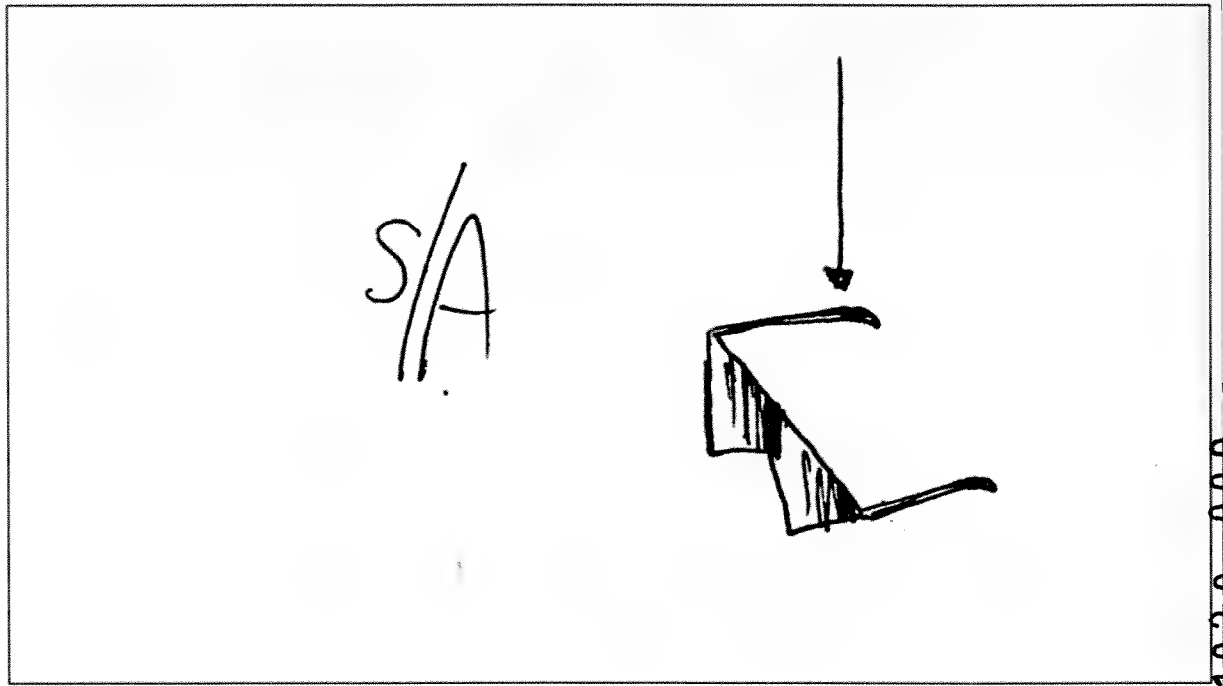
1020.009

Scene 166 Panel 1



Slugging
0.04

Scene 166 Panel 2



Action Notes
Sunglasses hit ground

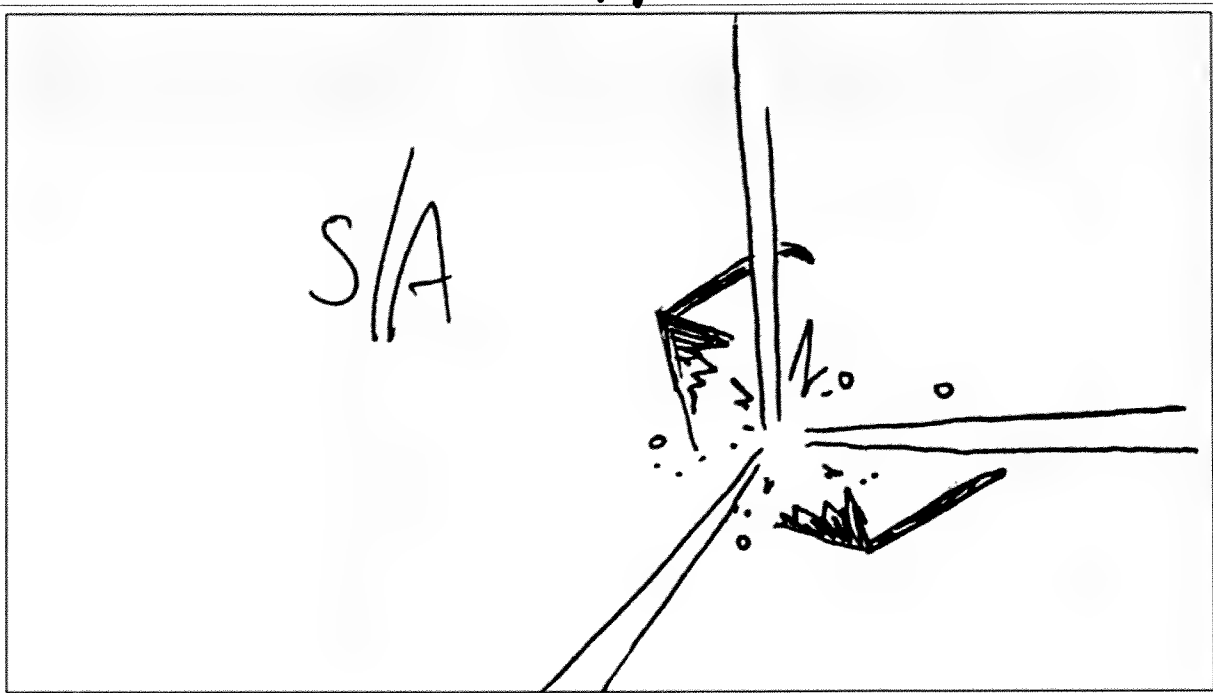
Slugging
0.04

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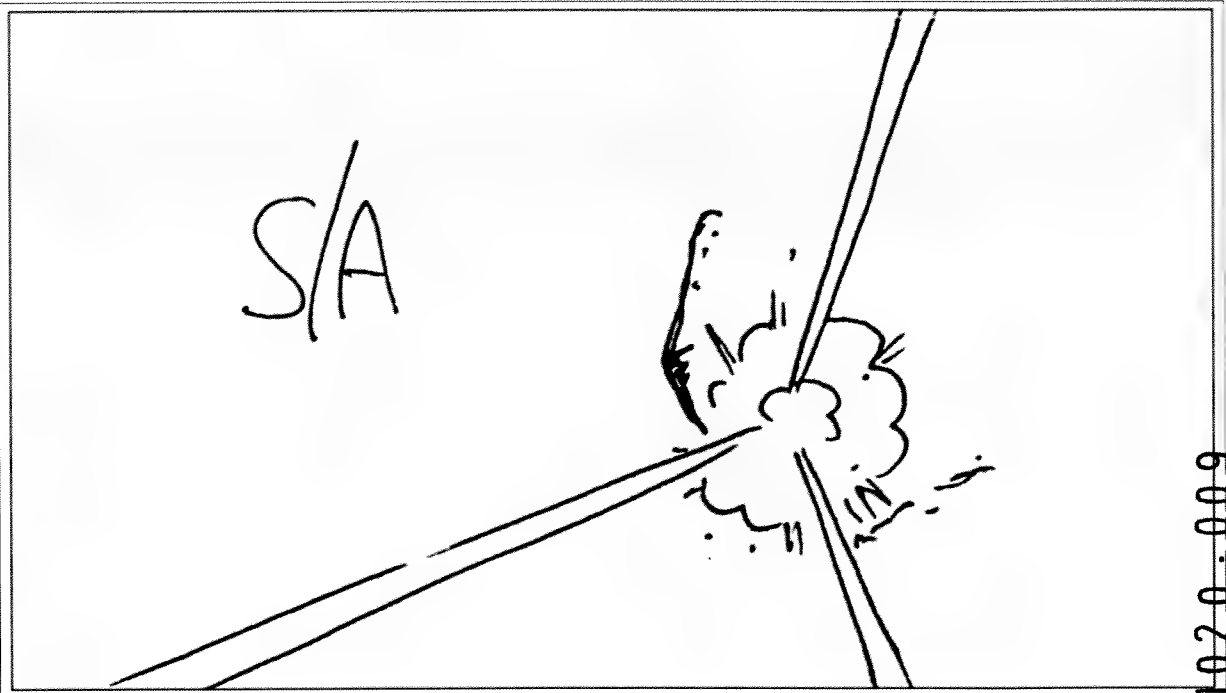
Scene 166 Panel 3
A cont



Action Notes
Glasses explode on impact.

Slugging
0.04

Scene 166 Panel 4
A cont



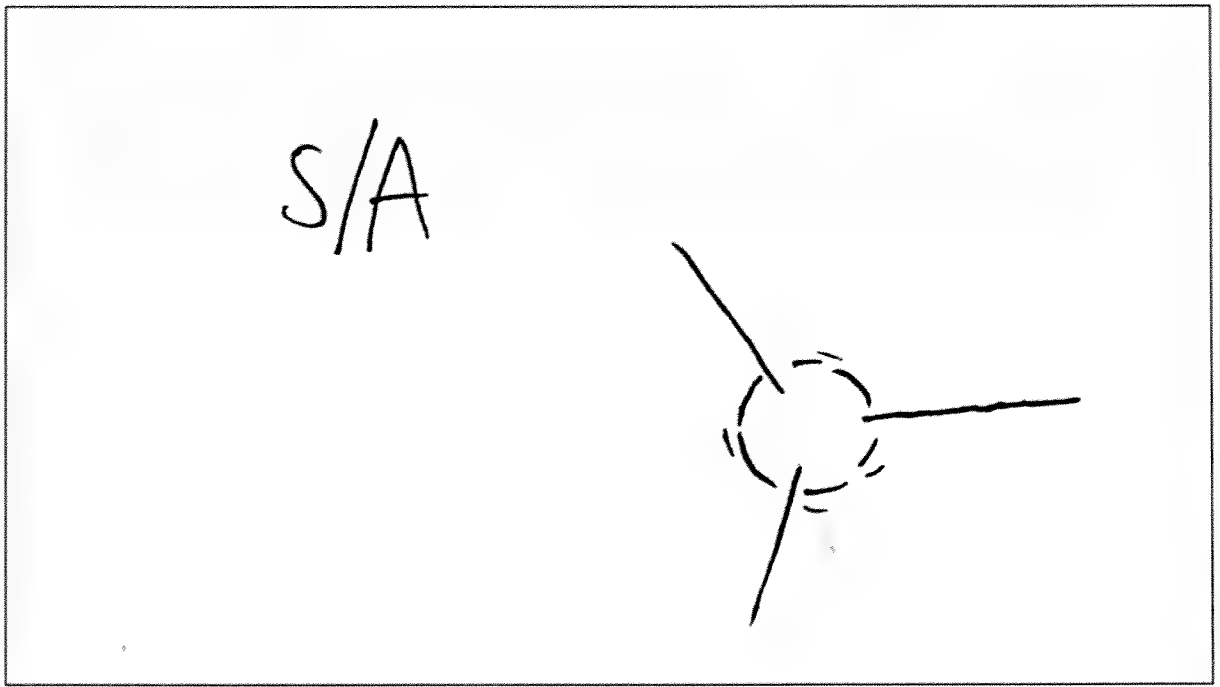
Slugging
0.04

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Scene 166 Panel 5
A cont



Slugging
0.04

Scene 166 Panel 6
A cont



Slugging
0.13

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Scene 166 Panel 1



Slugging
0.04

Scene 166 Panel 2



Slugging
0.09

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1020.009

1020.009

Scene 166 Panel 3
BLONT



Slugging
0.05

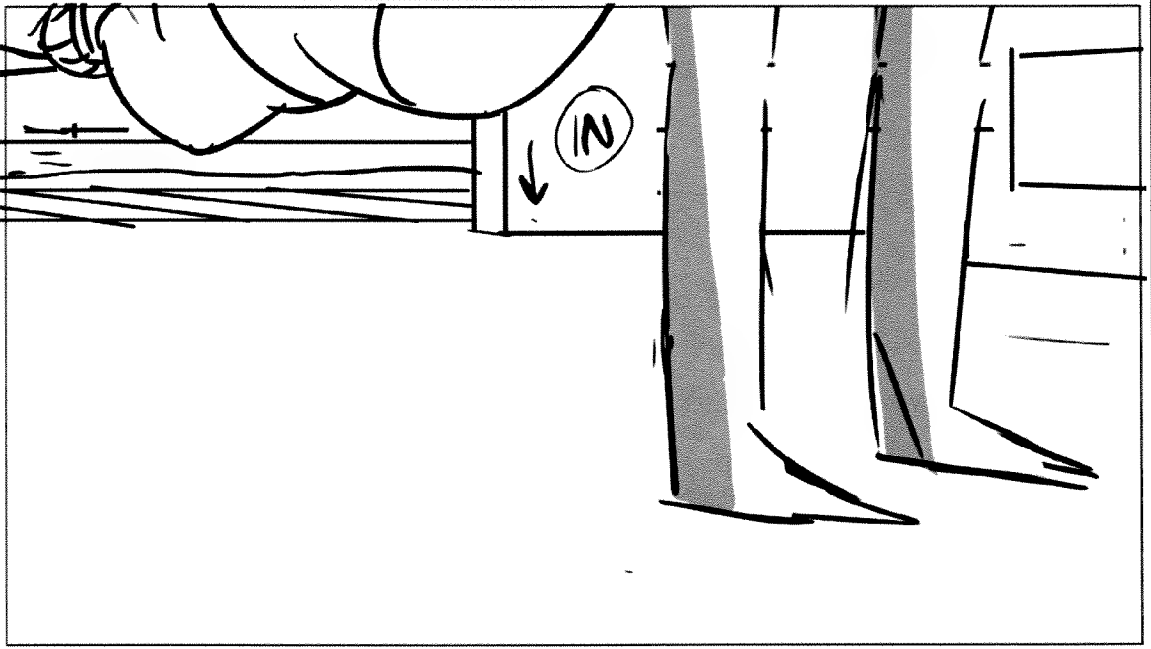
Scene 166 Panel 4
BLONT

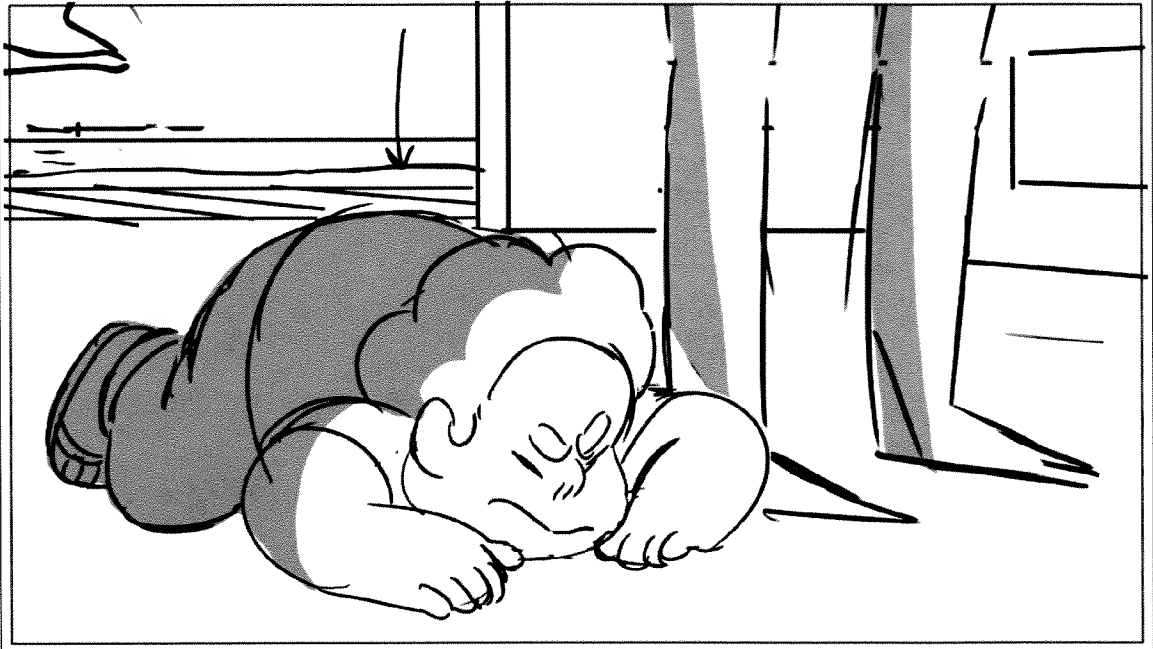


Action Notes
Steven falls off of Garnets head.

Slugging
0.06

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Scene	Panel
167	1
	
<p>Action Notes</p> <p>Steven comes in to screen...</p>	
<p>Slugging</p> <p>0.04</p>	

Scene	Panel
167	2
	
<p>Action Notes</p> <p>and falls on ground.</p>	
<p>Slugging</p> <p>0.11</p>	

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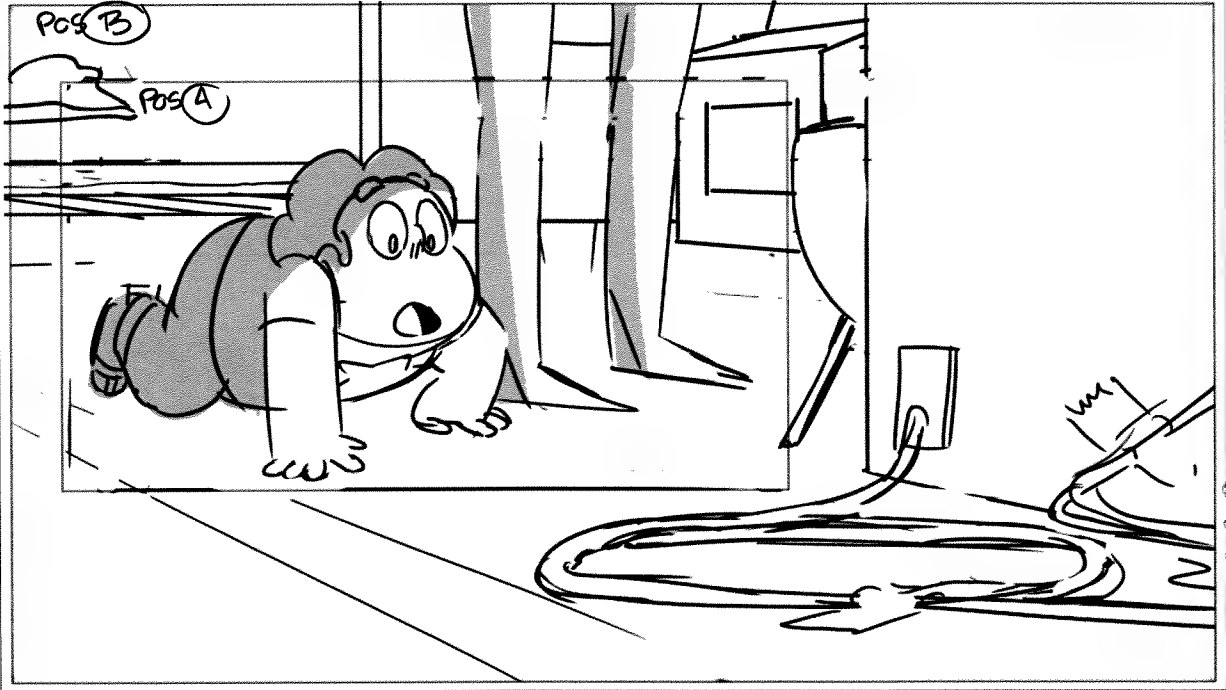
1020-009

Scene 167 Panel 3



Slugging
0.10

Scene 167 Panel 4



Action Notes
Truck out to show power cord.

Slugging
HOLD: 0.08
Then ADJ: 0.05
Then HOLD: 1.03

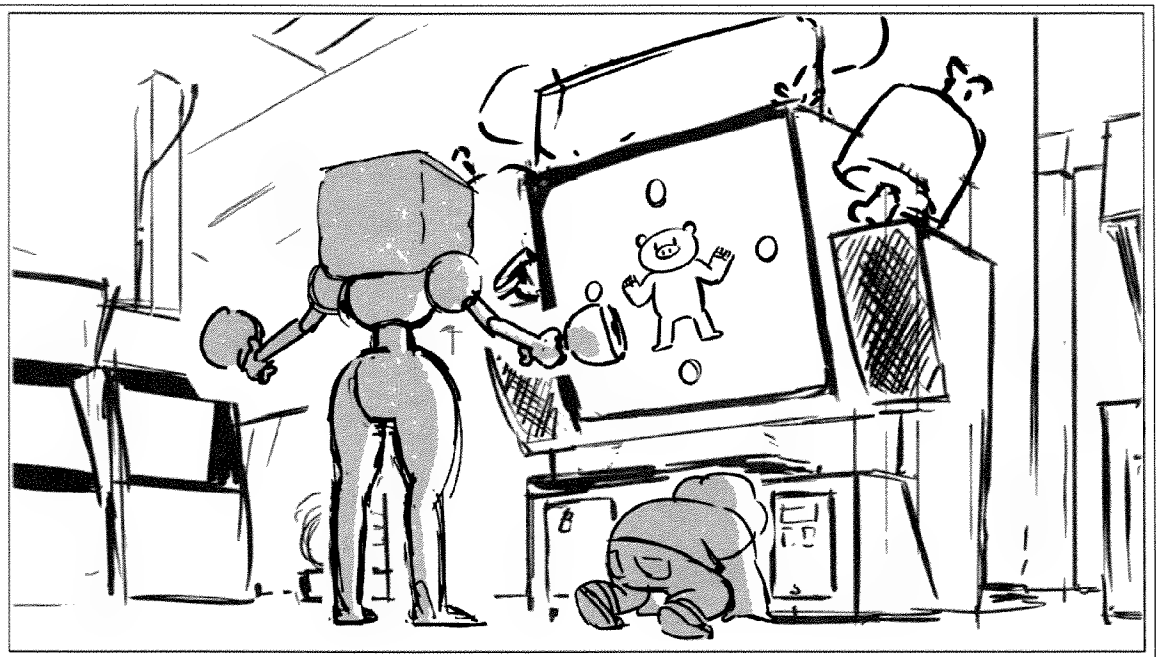
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1020-009

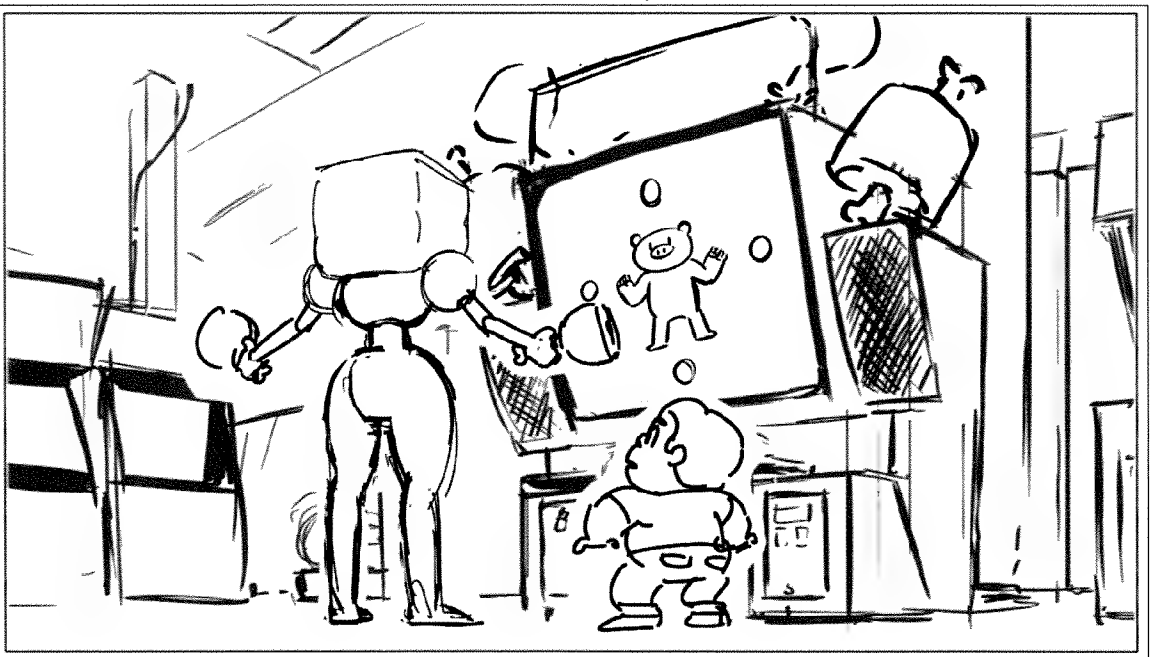
1020-009

Scene 168 Panel 1



Slugging
0.04

Scene 168 Panel 2



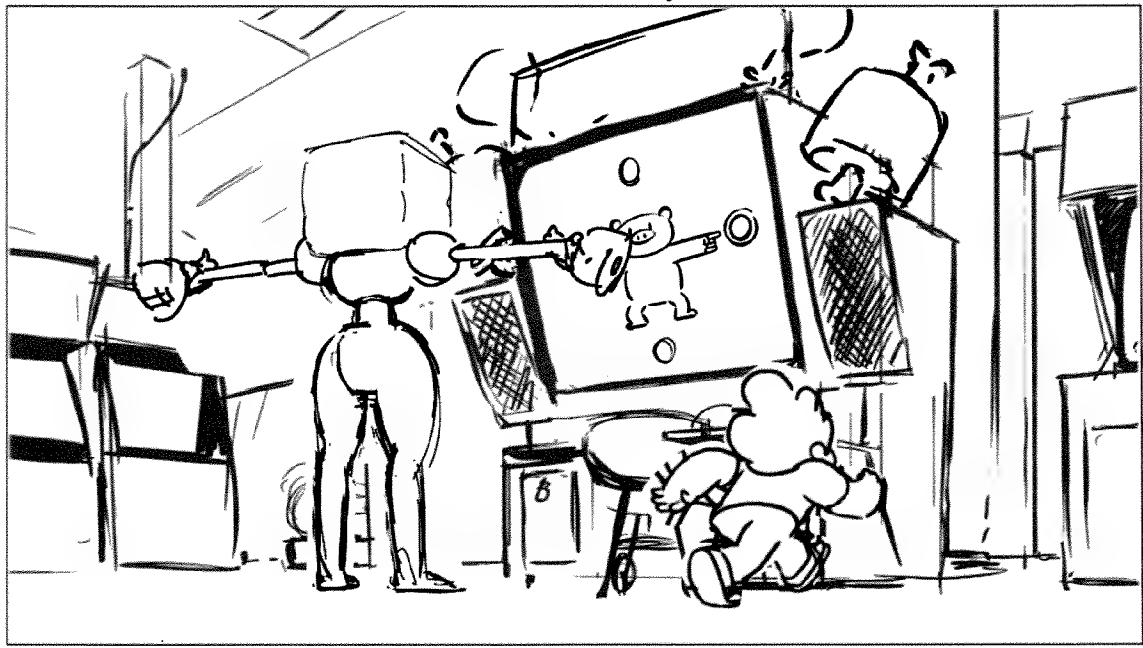
Dialog
STEVEN: I'LL SAVE YOU GARNET!

Slugging
2.04
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1020.009

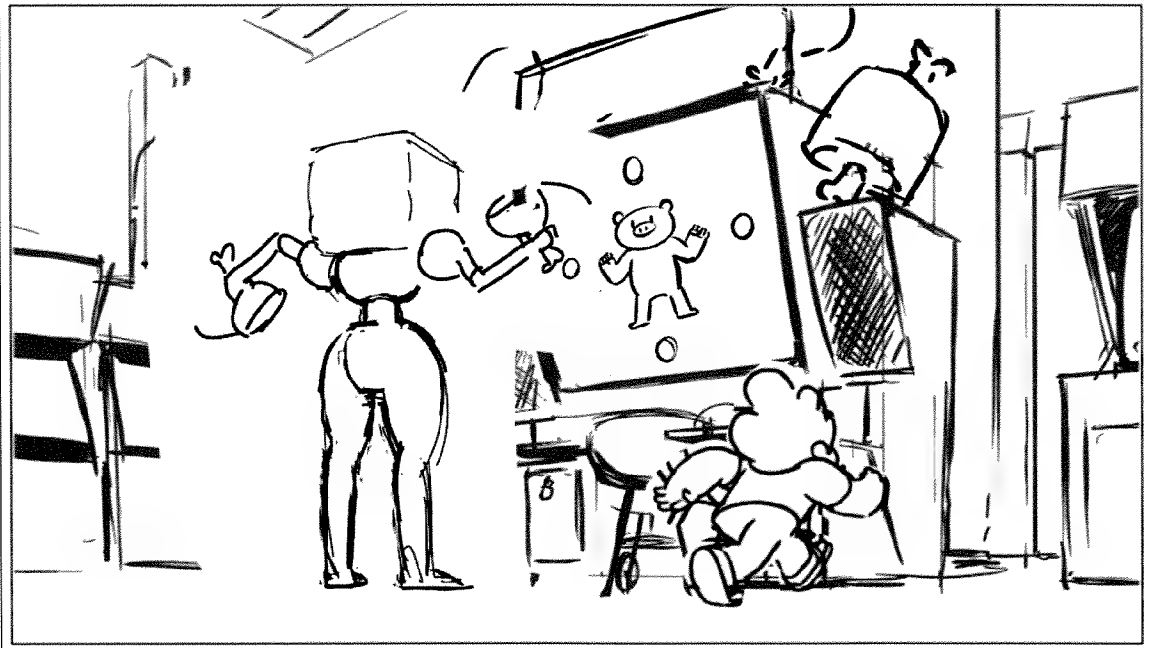
Scene 168 Panel 3
CONT



Dialog
GAME WELL DONE!

Slugging
Panels 3 to 6 = 1.09

Scene 168 Panel 4
CONT

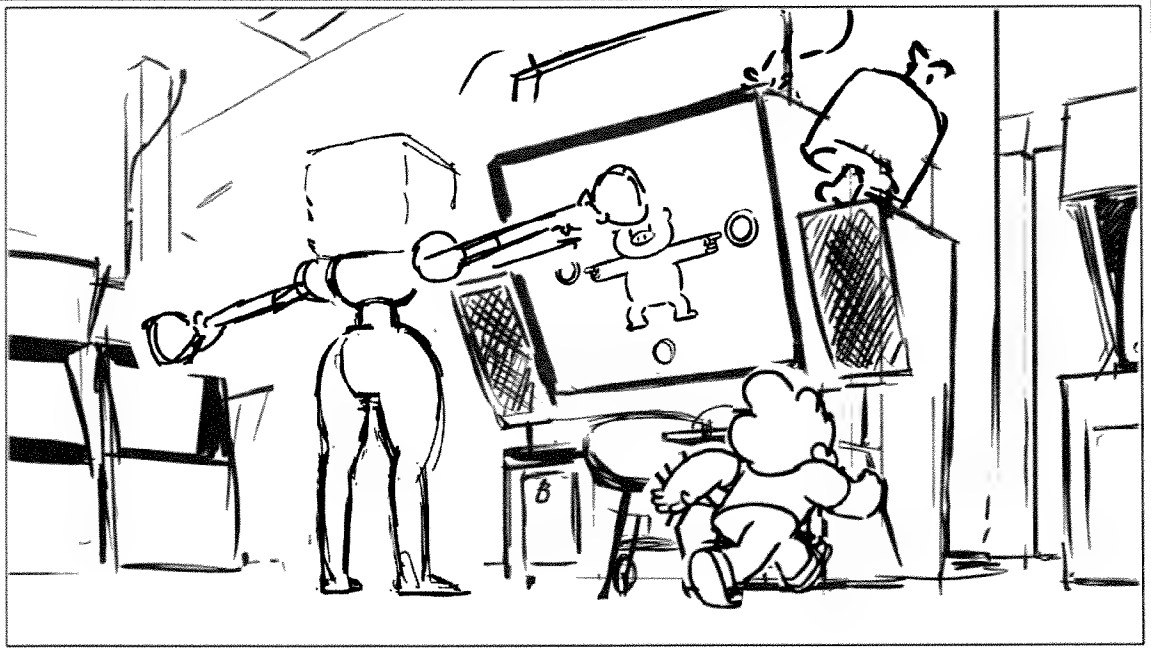


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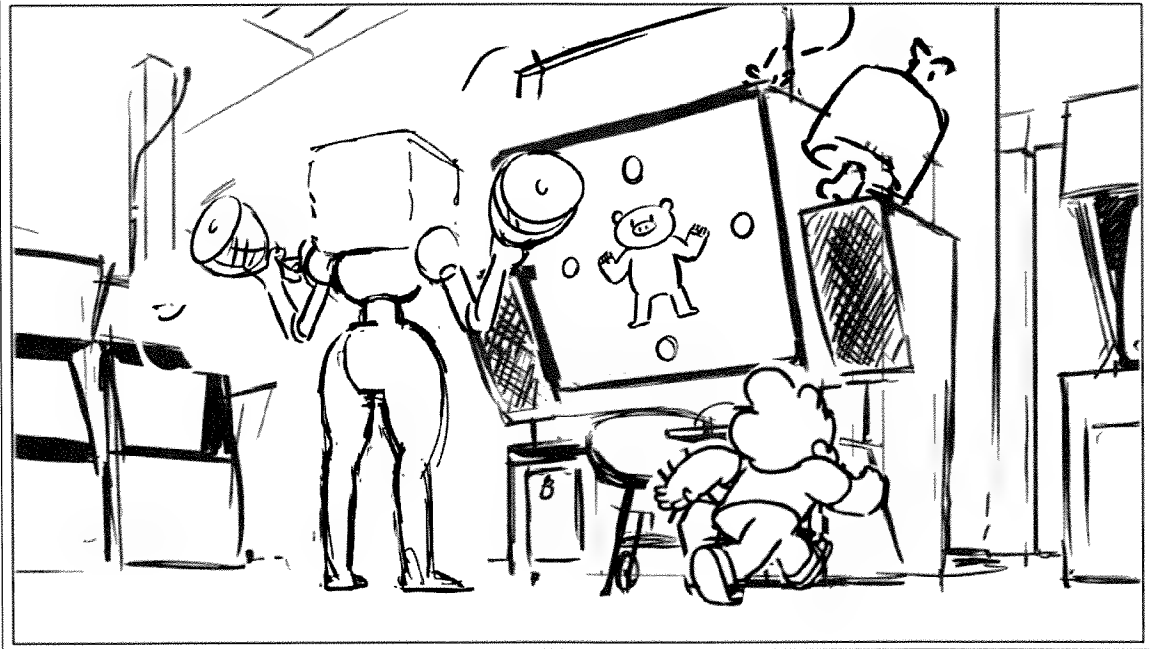
1020-009

Scene 168 Panel 5



Dialog
GAME: TASTY!

Scene 168 Panel 6



Dialog
GAME: TASTY!

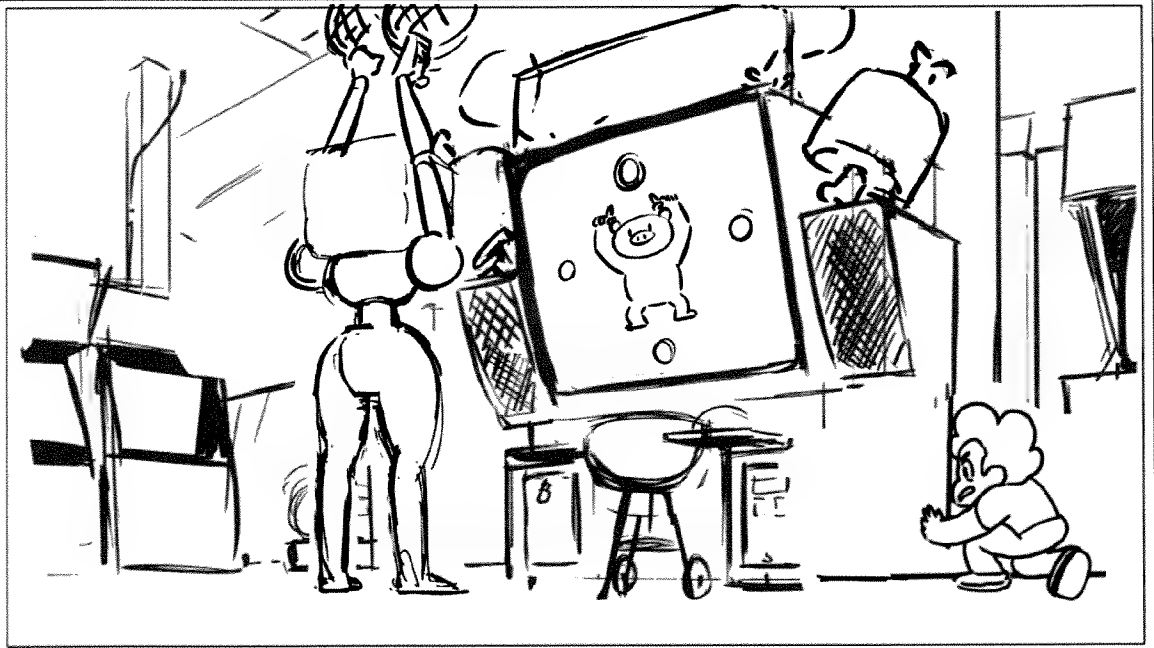
JUN 17 2013

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1020-009

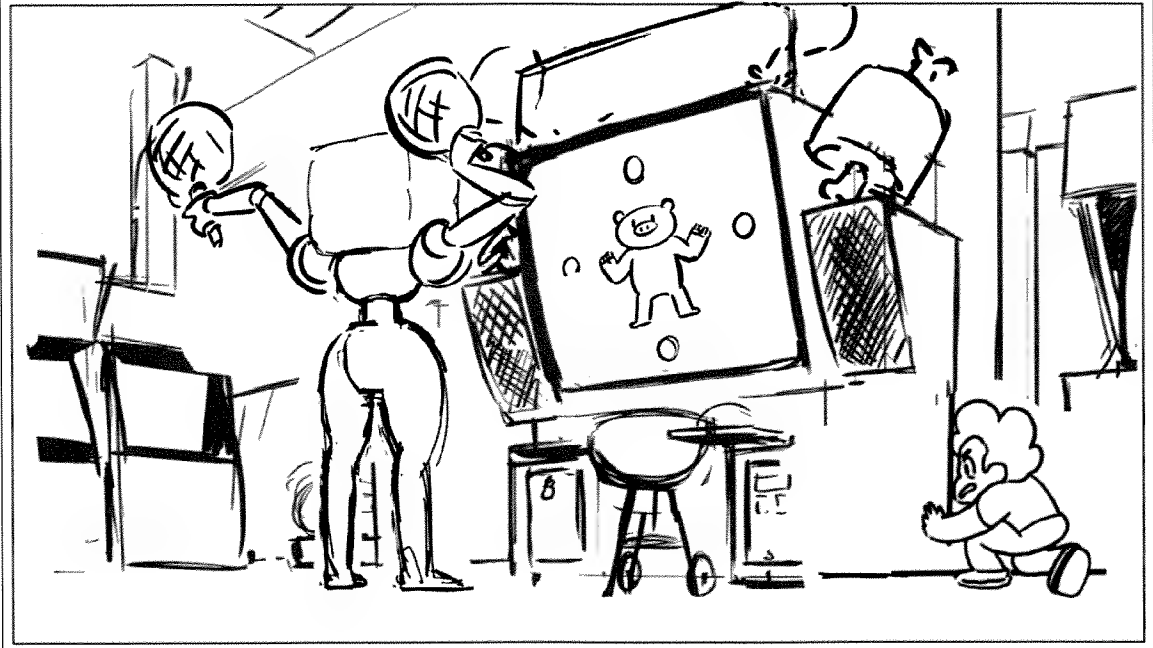
1020-009

Scene 168 Panel 7



Slugging
Panels 7 to 9 = 1.02

Scene 168 Panel 8



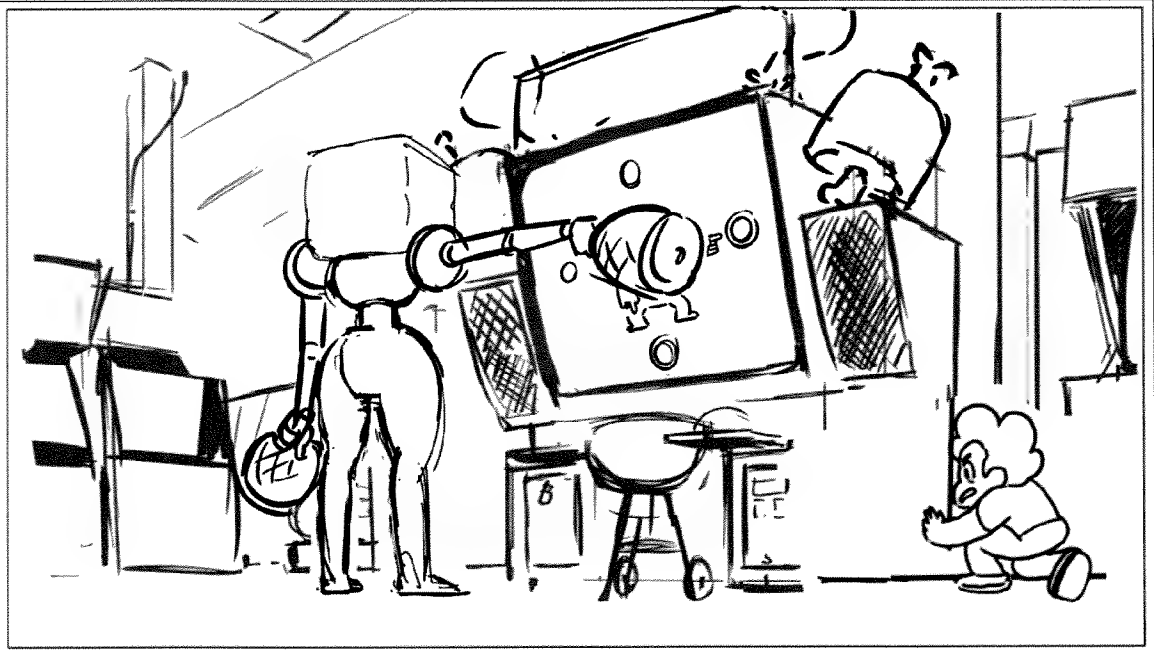
JUN 17 2013

1020.009

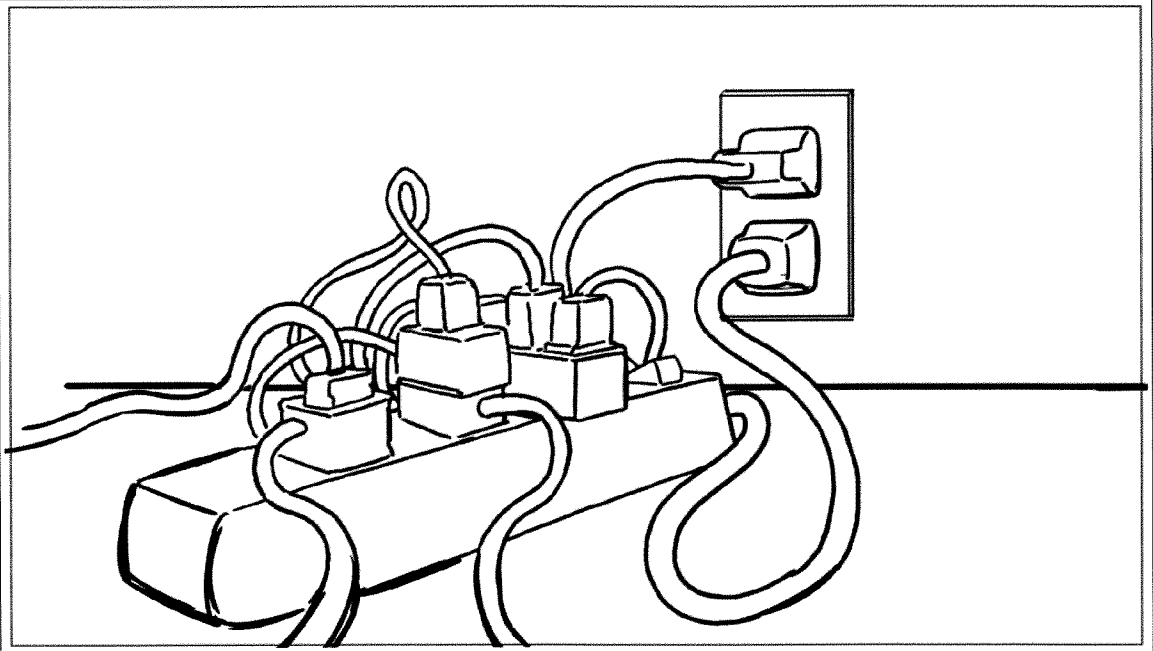
1020.009

1020.009

Scene 168 Panel 9



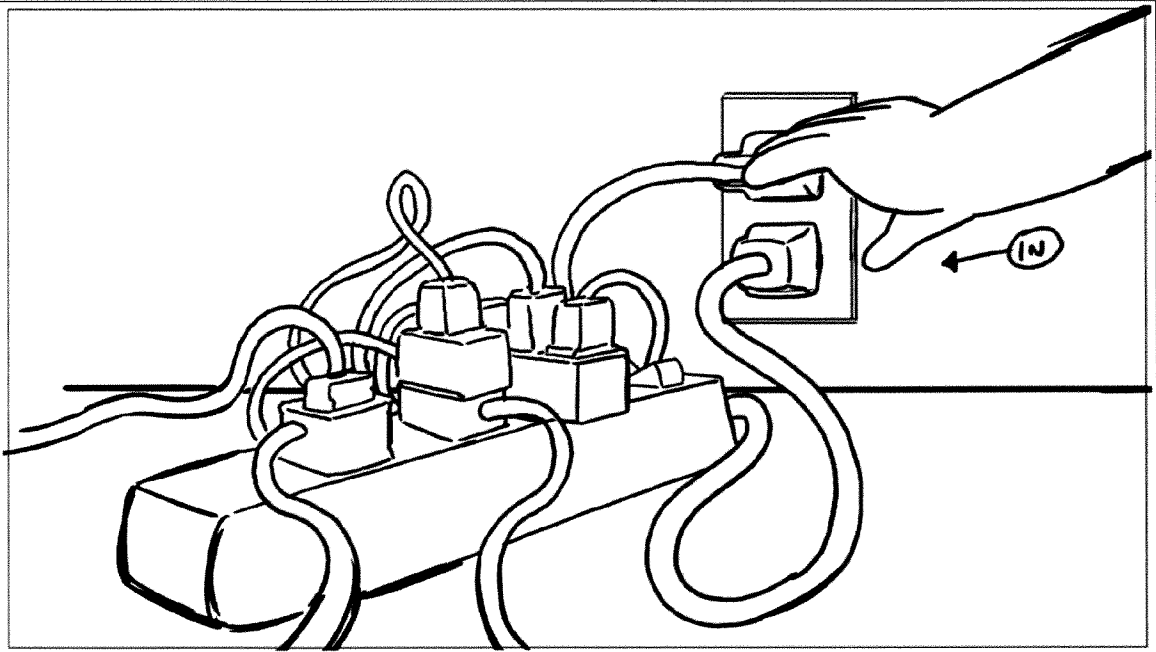
Scene 169 Panel 1



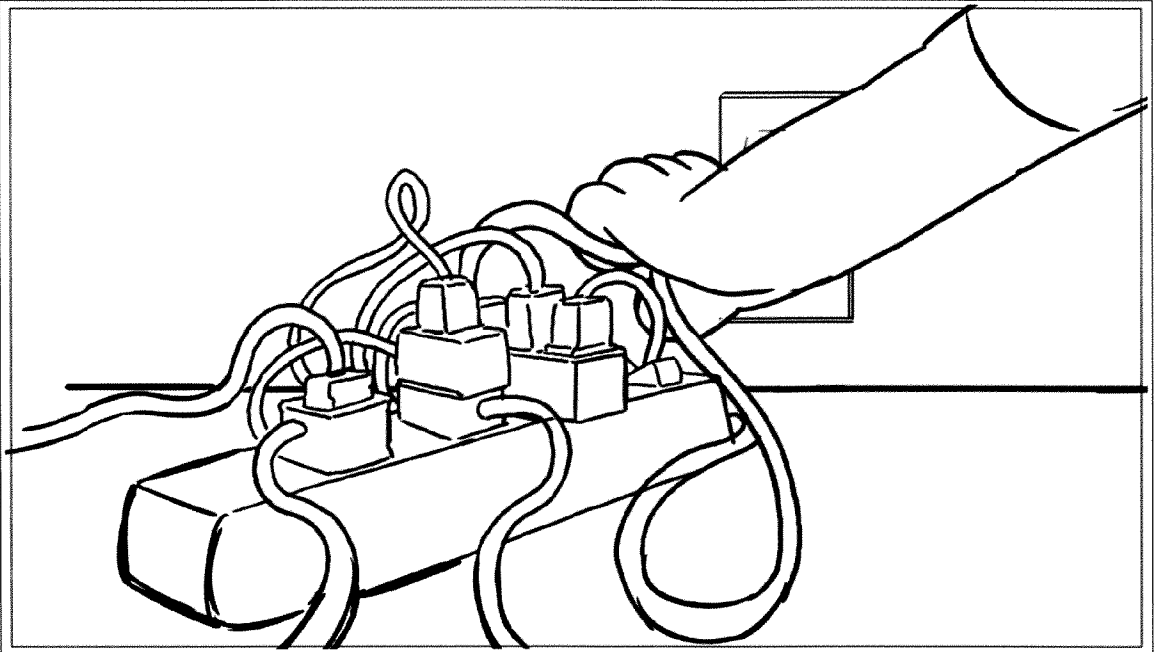
Slugging
Panels 1 + 2 = 0.04

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Scene 169 Panel 2



Scene 169 Panel 3



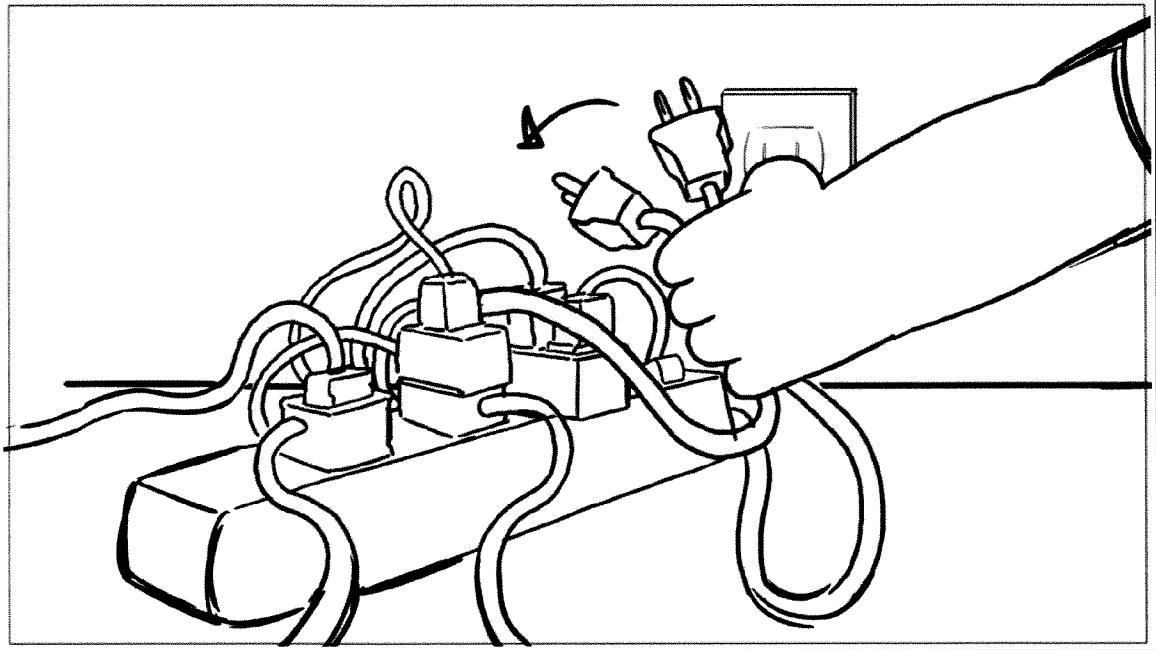
Slugging
1.00

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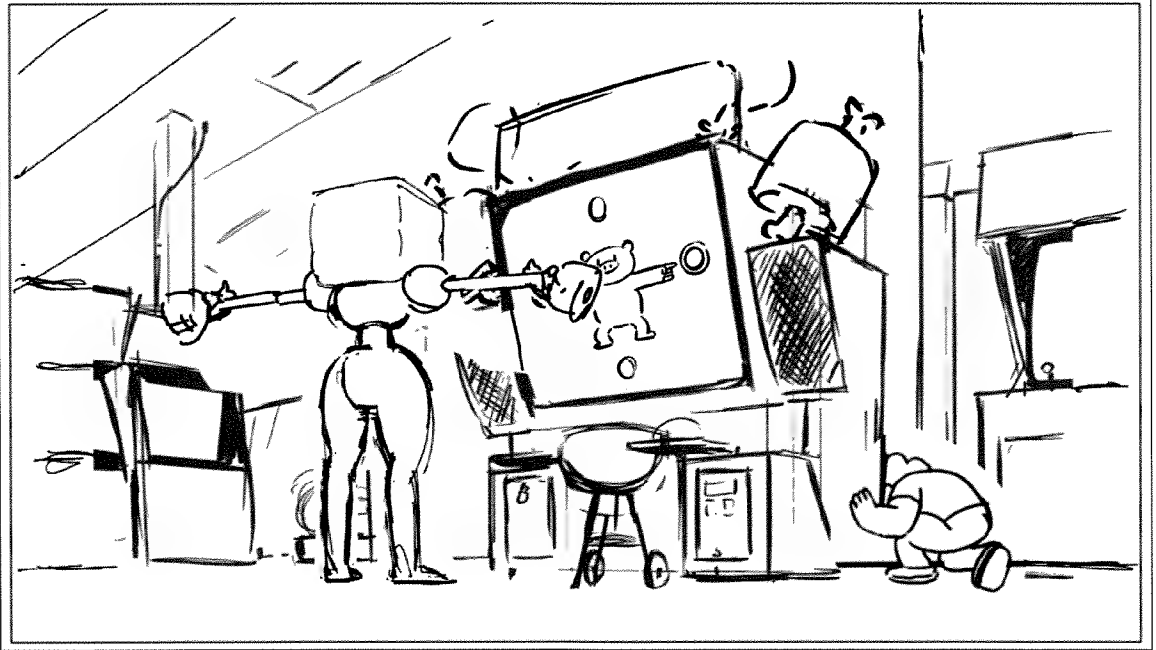
1020-009

Scene 169 Panel 4



Slugging
0.10

Scene 170 Panel 1



Dialog
GAME: NOW YOU'RE COOK---

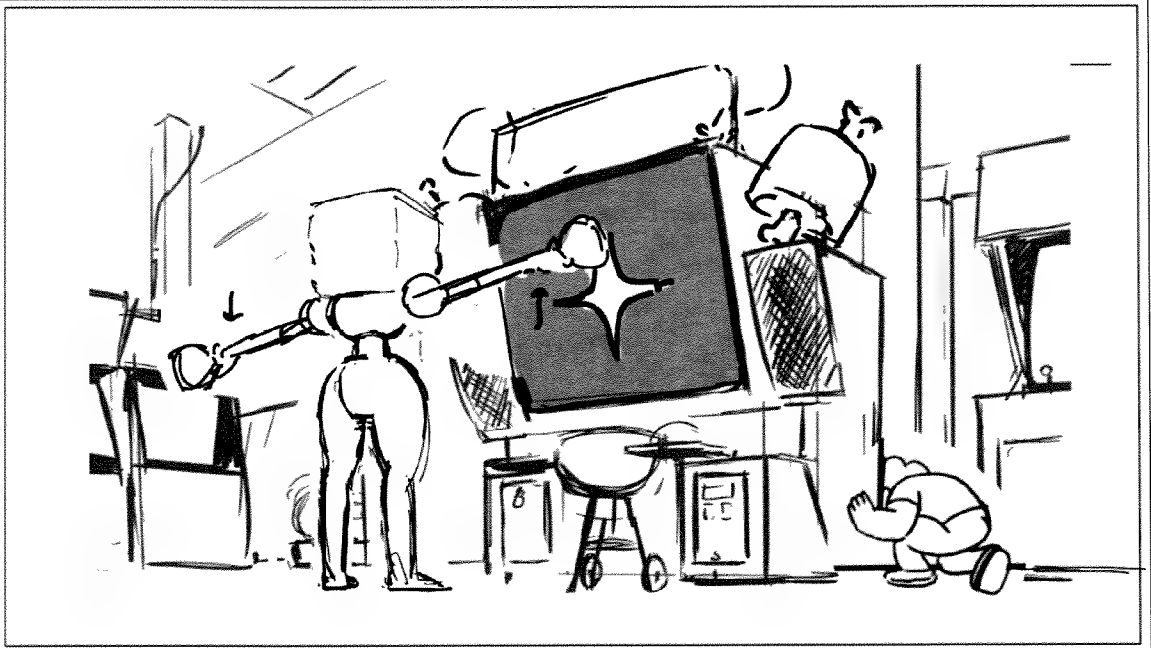
Slugging
0.14

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1020.009

Scene 170 Panel 2

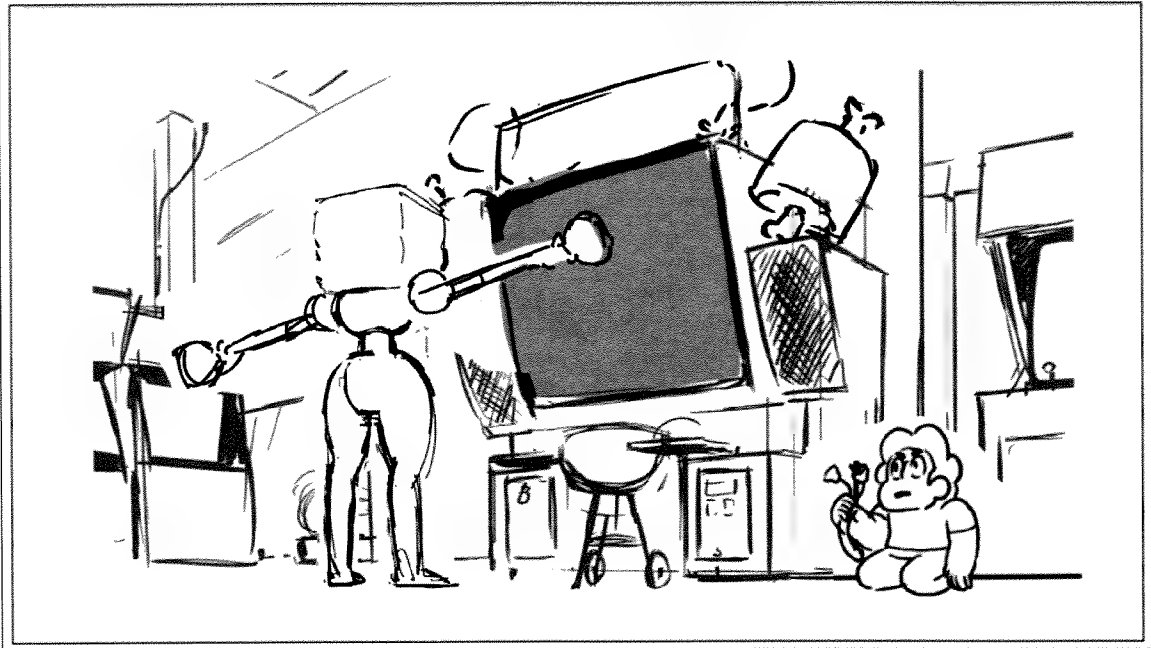


Dialog
GAME: --IIIIING... BWIP!

Action Notes
Screen goes black

Slugging
0.09

Scene 170 Panel 3



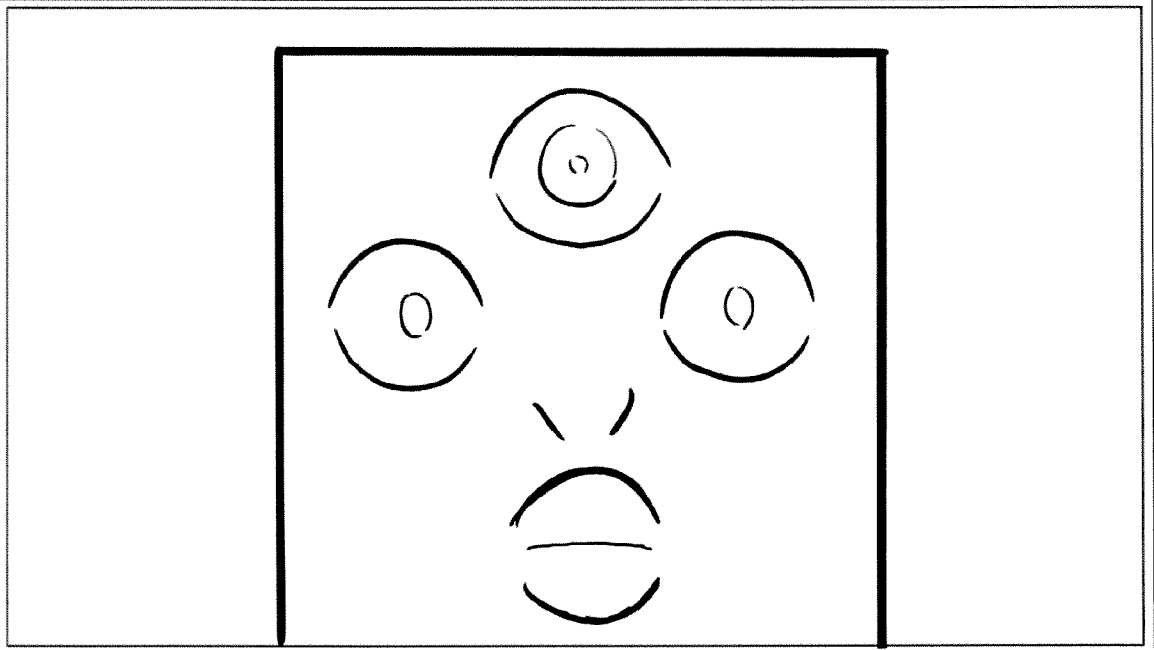
Action Notes
Garnet stops moving.

Slugging
2.02
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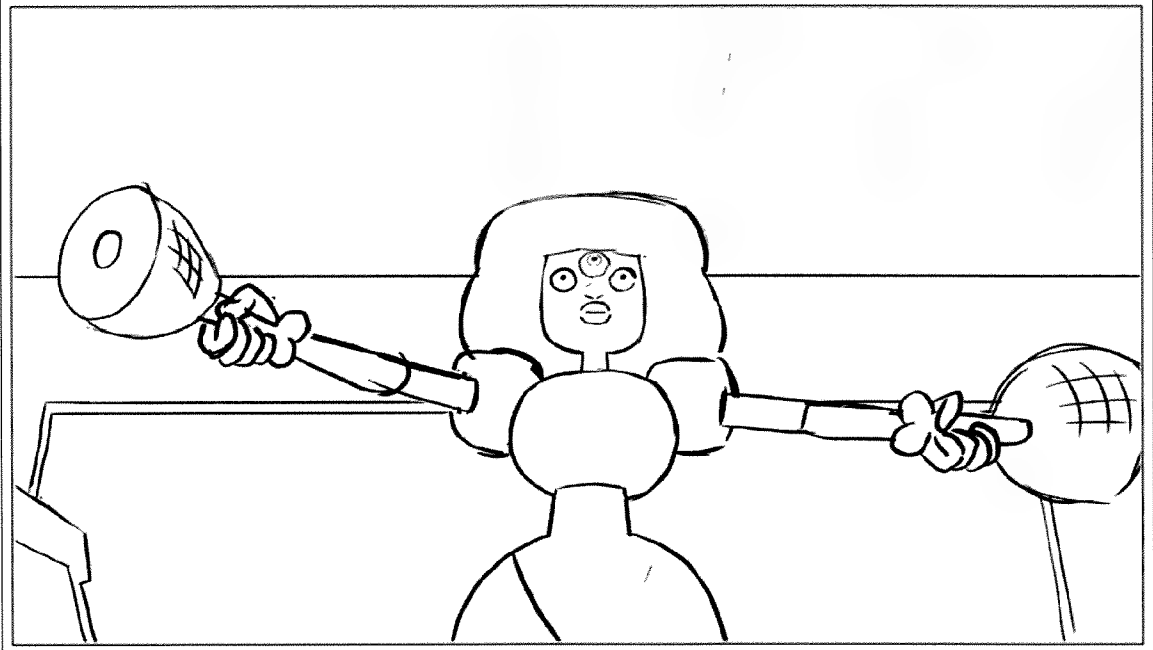
1020.009

Scene	Panel
171	1



Slugging
1.02

Scene	Panel
172	1



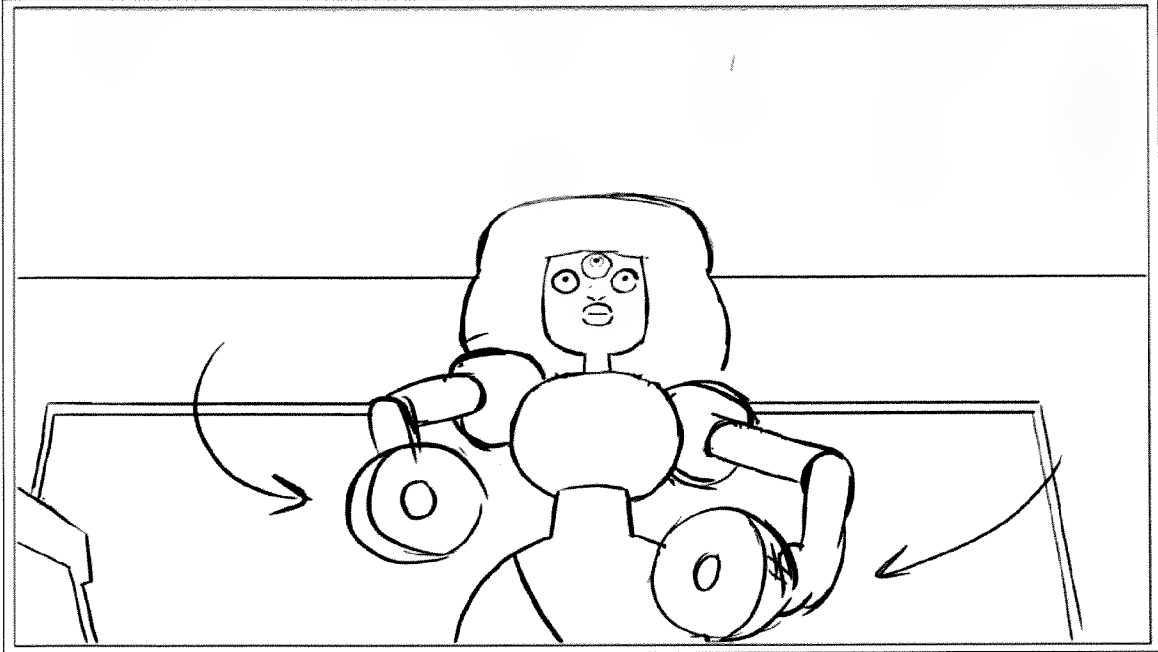
Slugging
0.13

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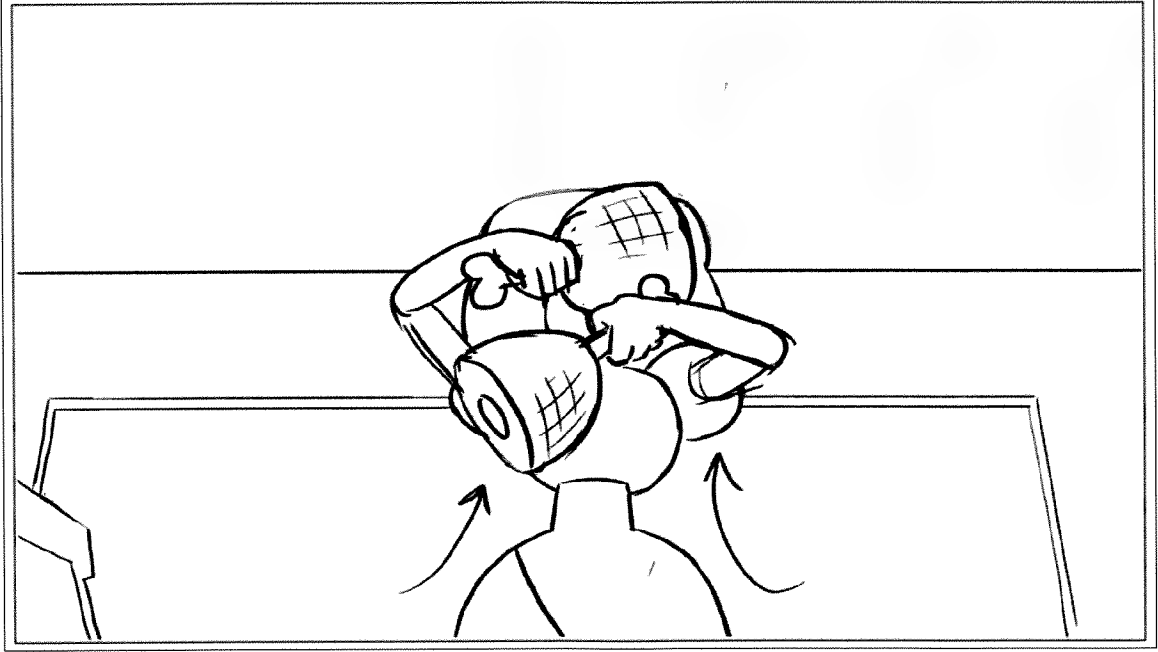
1020-009

Scene 172 Panel 2
CONT



Slugging
0.04

Scene 172 Panel 3
CONT



Slugging
0.04

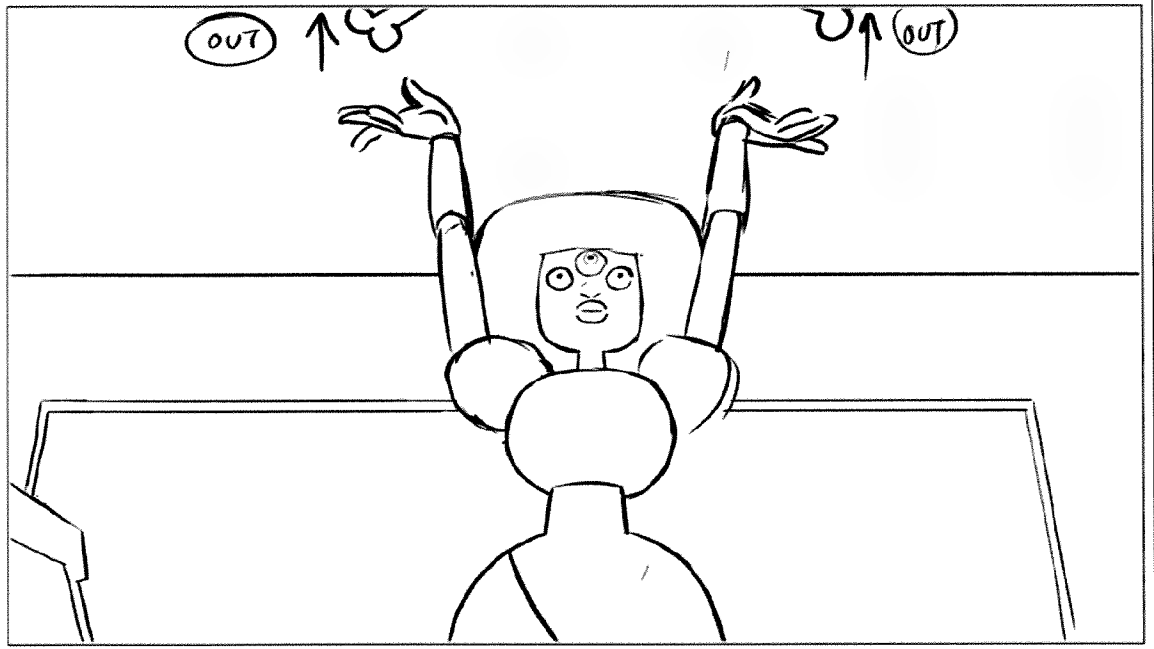
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1020.009

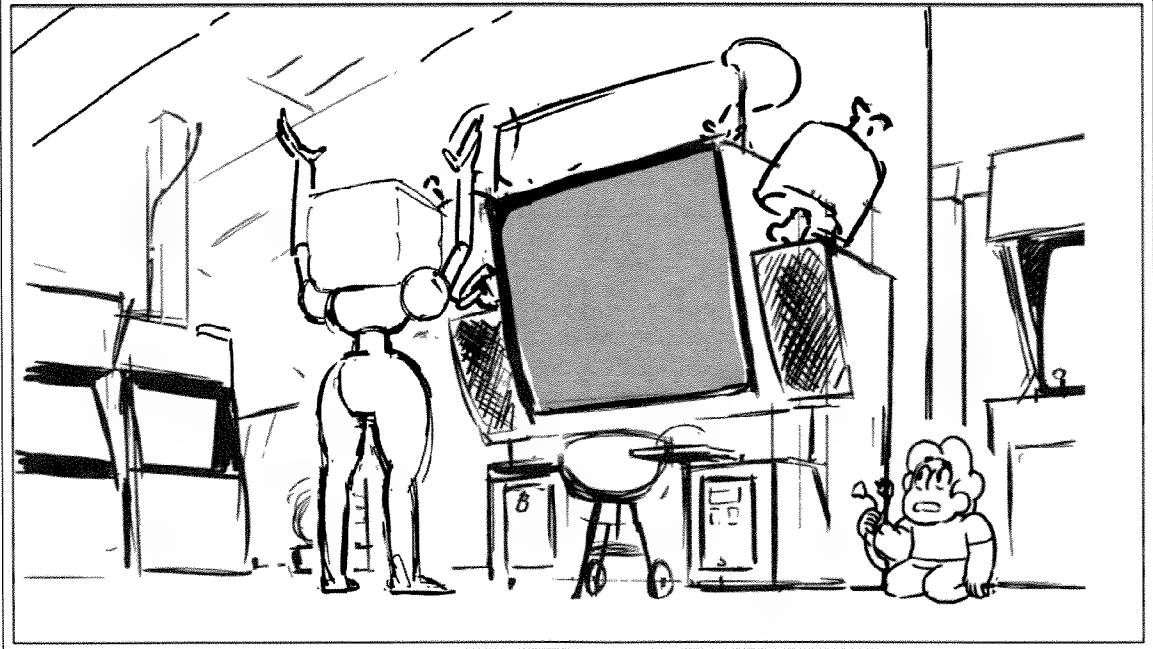
Scene 172 Panel 4



Action Notes
GARNET throws game controllers in the air.

Slugging
0.12

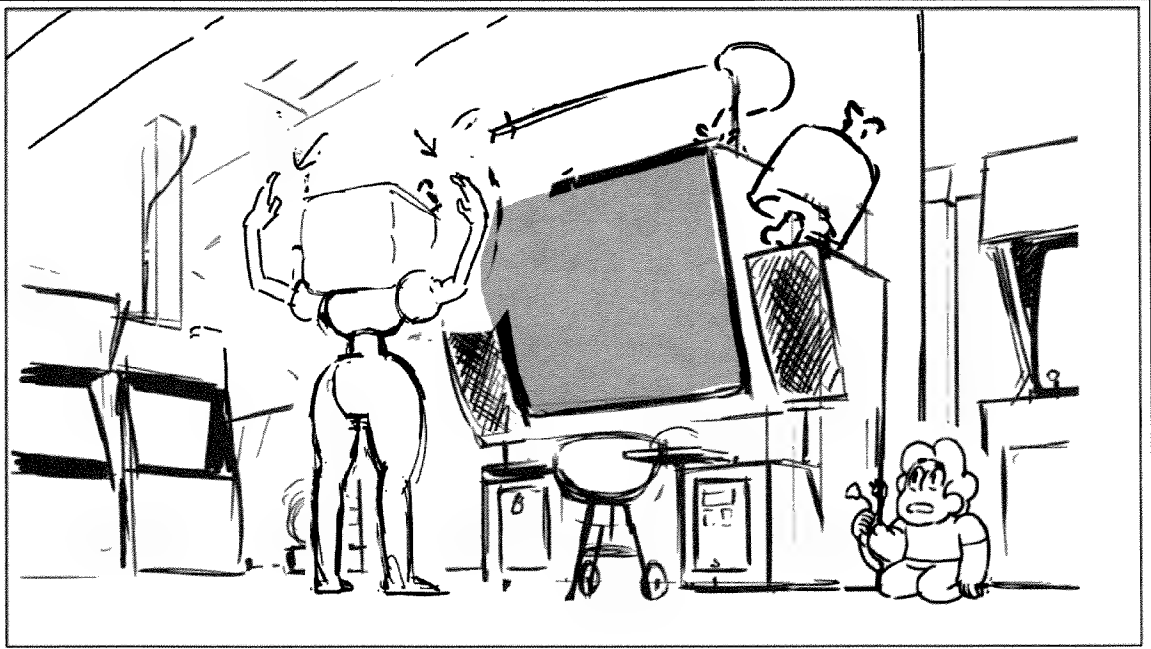
Scene 173 Panel 1



Slugging
0.04

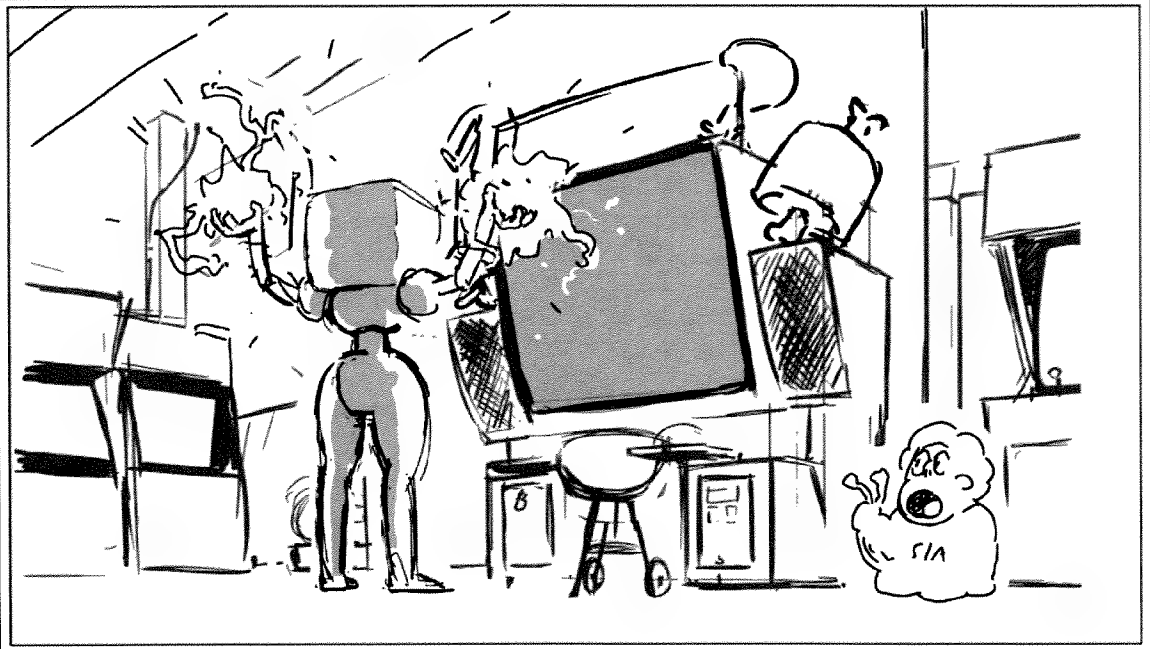
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Scene 173 *cont* Panel 2



Slugging
0.04

Scene 173 *cont* Panel 3



Dialog
STEVEN: AAHH!!

Action Notes
Energy collects in GARNET's hands

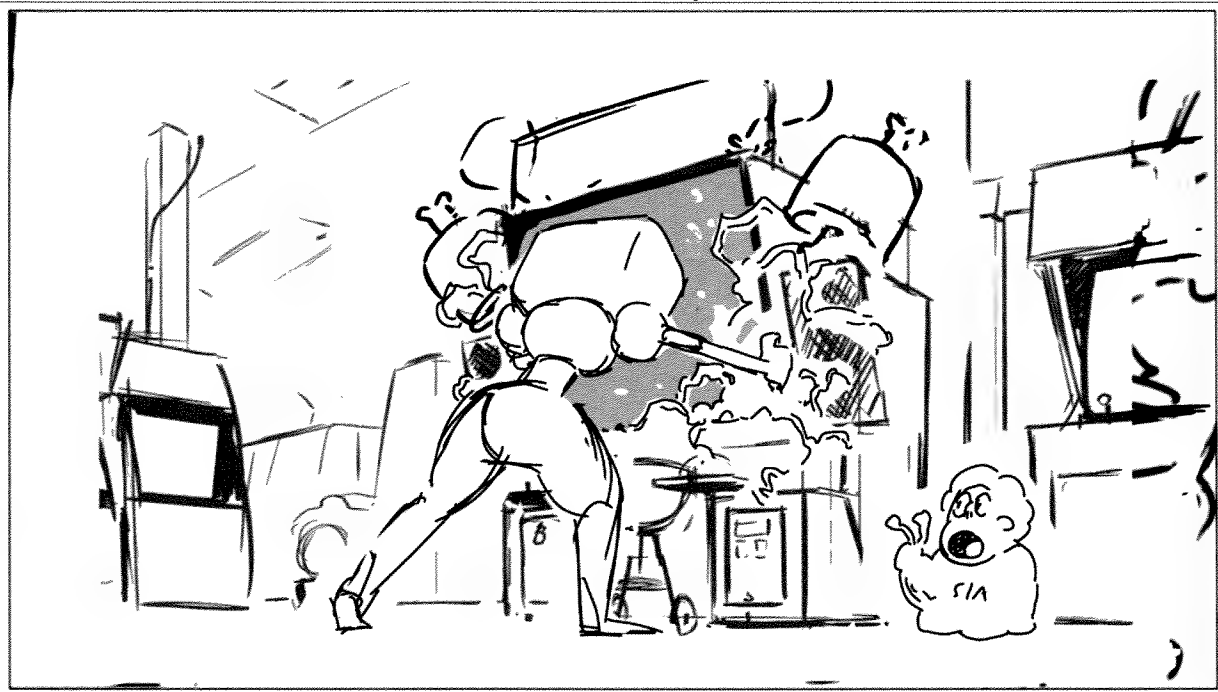
Slugging
1.04

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Scene	Panel
173	cont 4



Action Notes

GARNET grabs the sides of the arcade machine

Slugging

0.12

Scene	Panel
174	1



Slugging

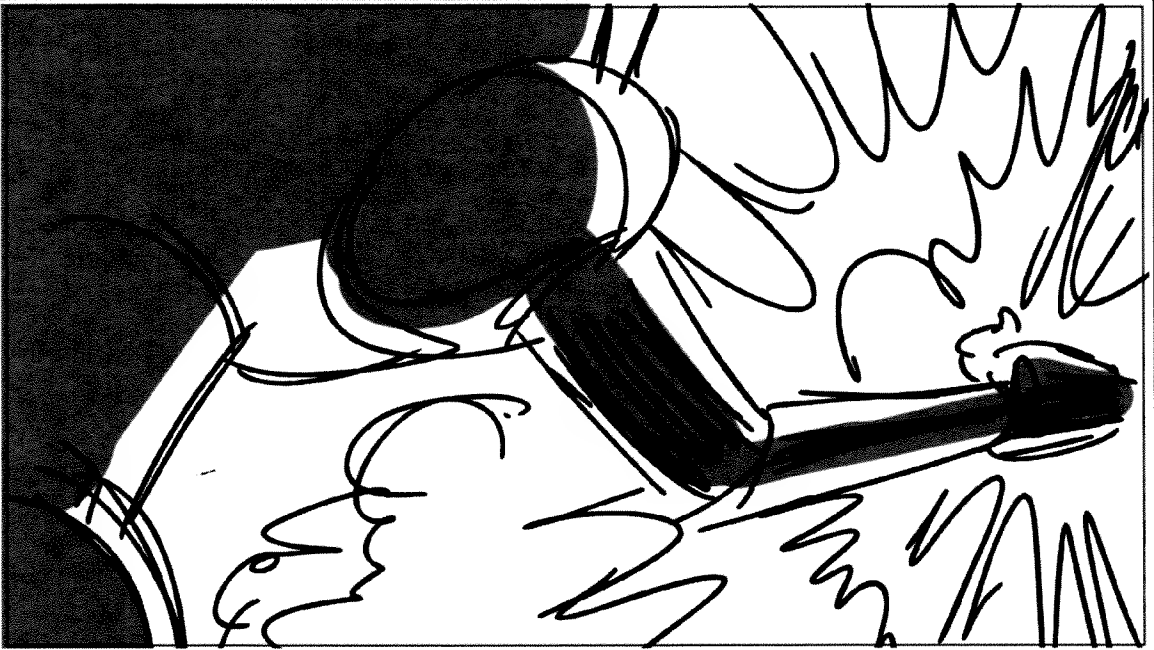
Panels 1 + 2 = 1.04

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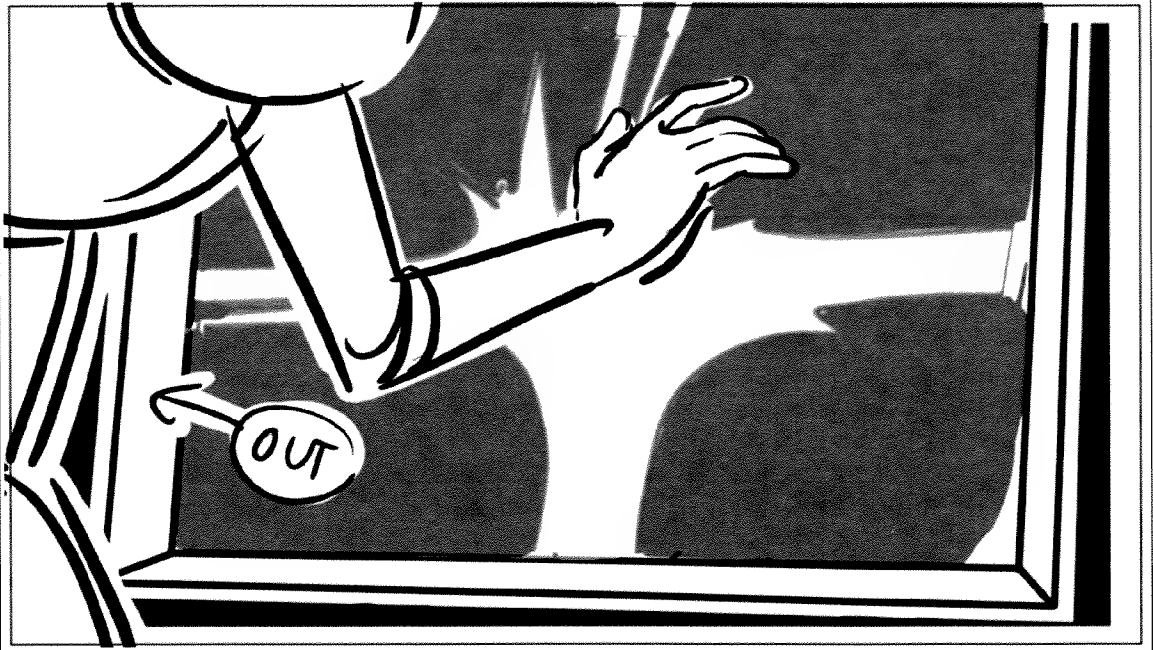
1020.009

Scene 174 Panel 2



Action Notes
GARNET shocks the machine

Scene 174 Panel 3



Action Notes
GARNET out

Slugging
1.00

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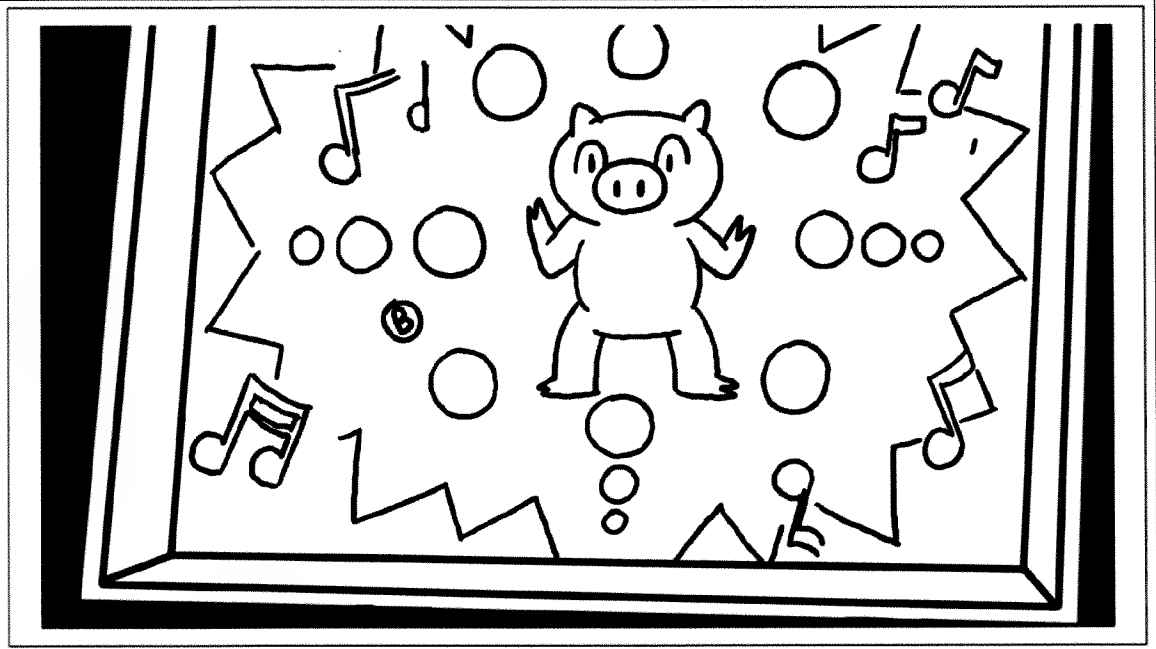
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1020-009

NO SC
175

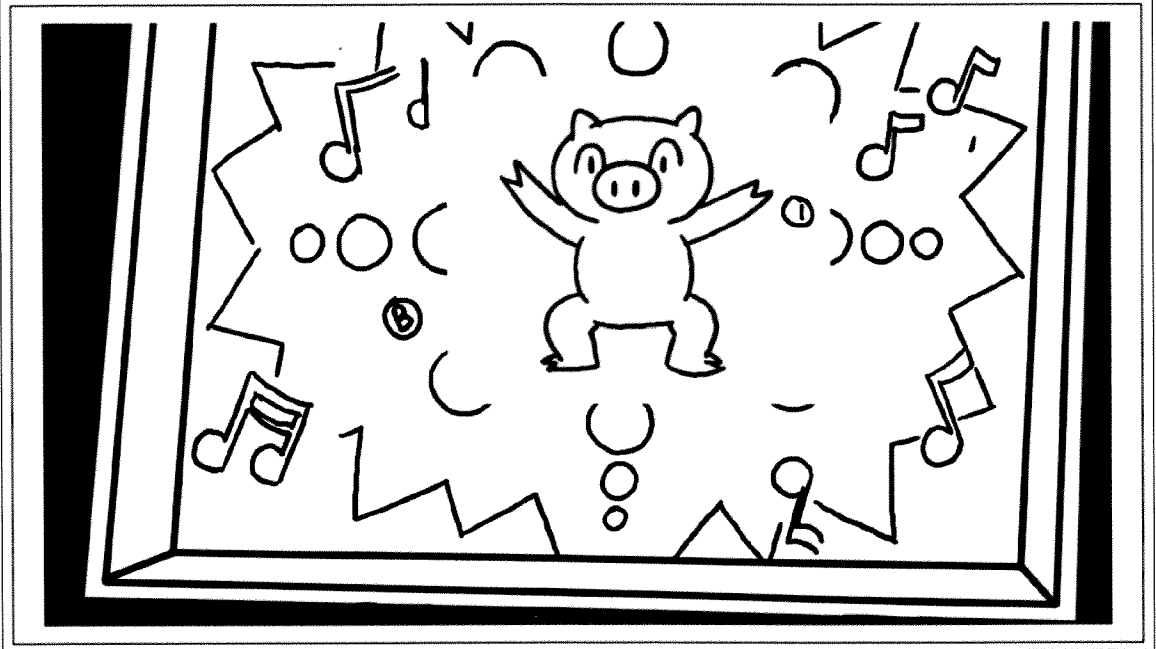
Scene 174 Panel 4



Action Notes
The game comes back onto the screen

Slugging
0.12

Scene 174 Panel 5



Action Notes
NO SCENE 175
next scene 176

Slugging
1.00

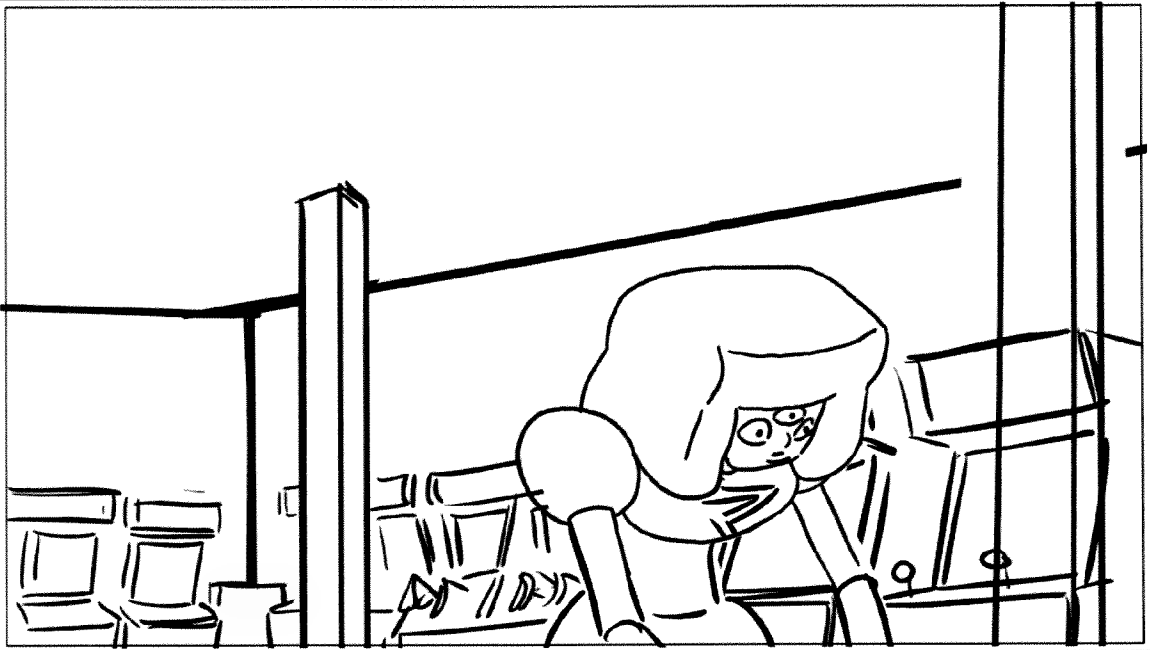
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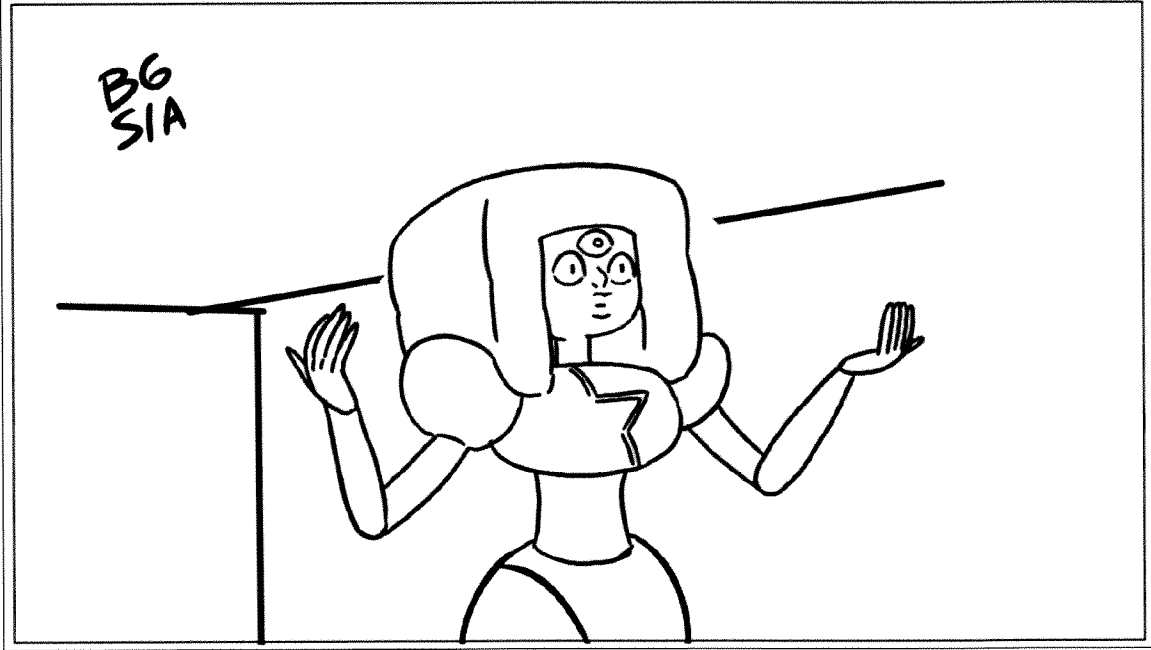
Scene 176 Panel 1



Action Notes
NO SCENE 175,
prev scene 147

Slugging
0.04

Scene 176 Panel 2



Slugging
0.02

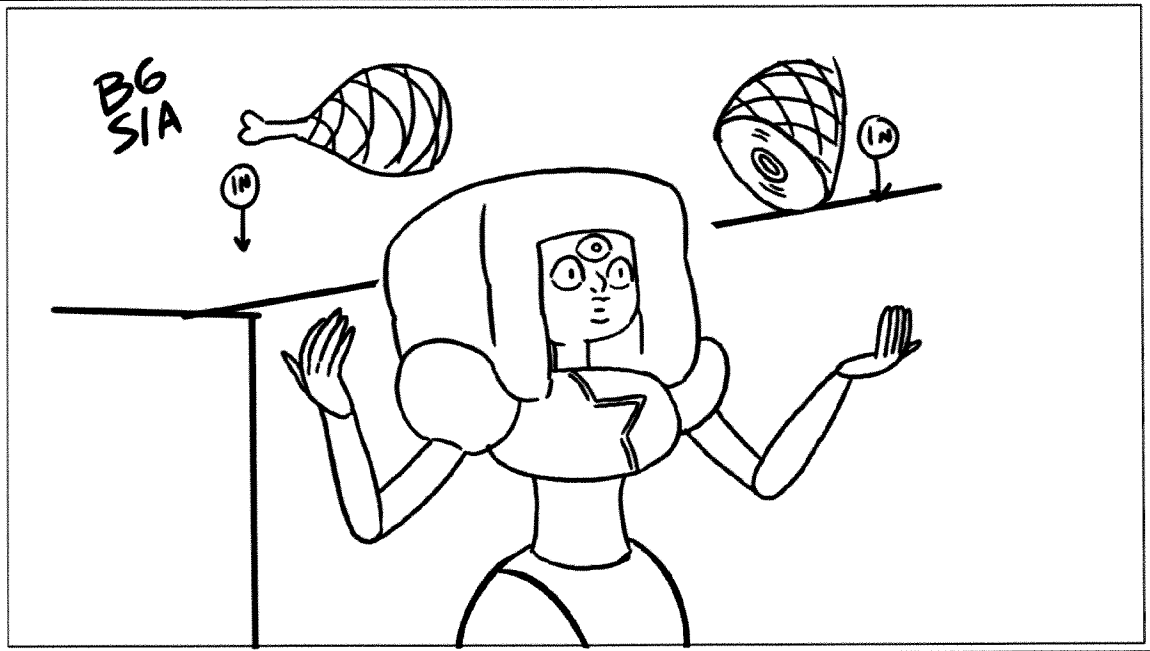
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1020.009

1020.009

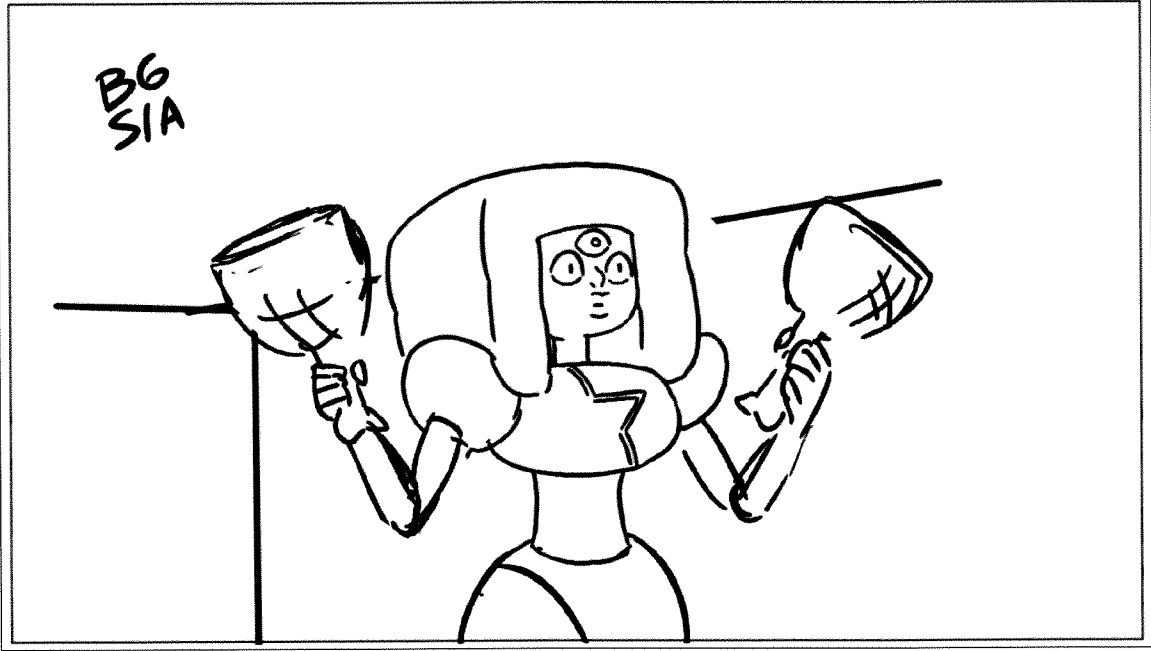
1020.009

Scene176Panel3



Slugging0.04

Scene176Panel4



Action NotesGARNET catches game controllers

Slugging0.10

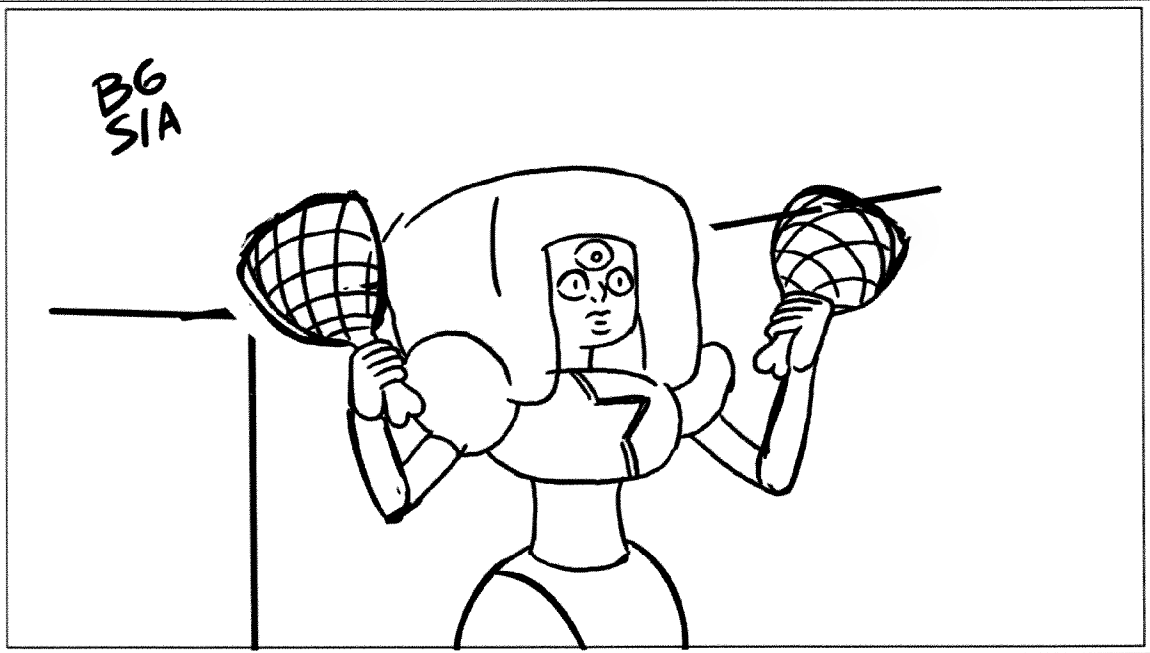
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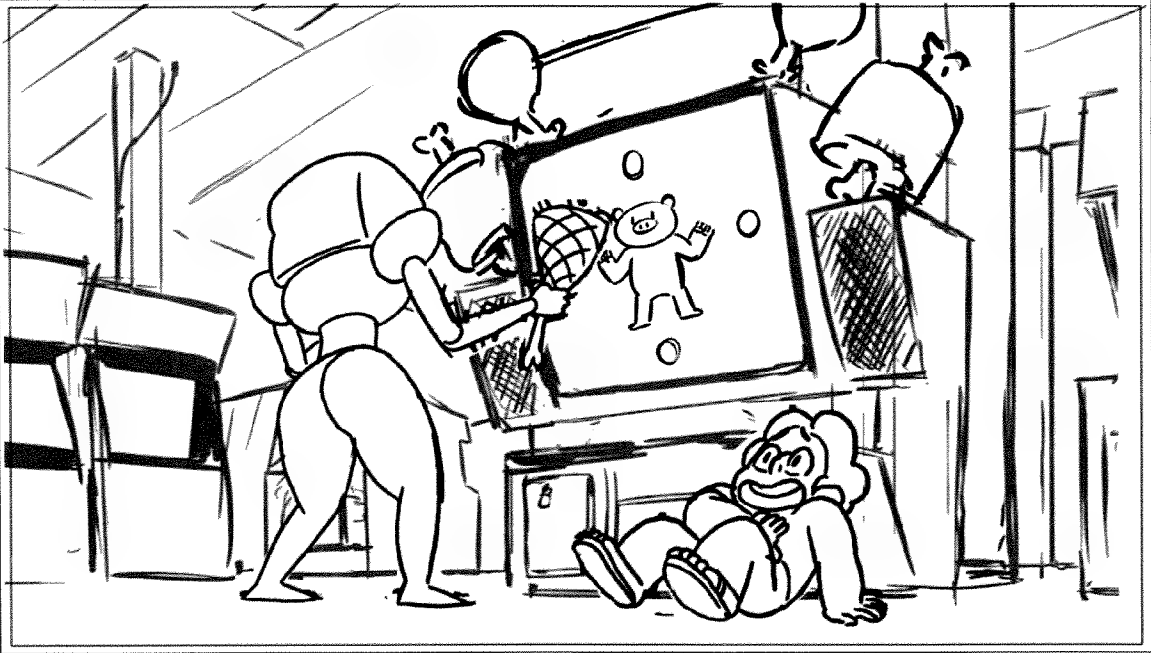
1020-009

Scene 176 *cont* Panel 5



Slugging
0.15

Scene 177 Panel 1



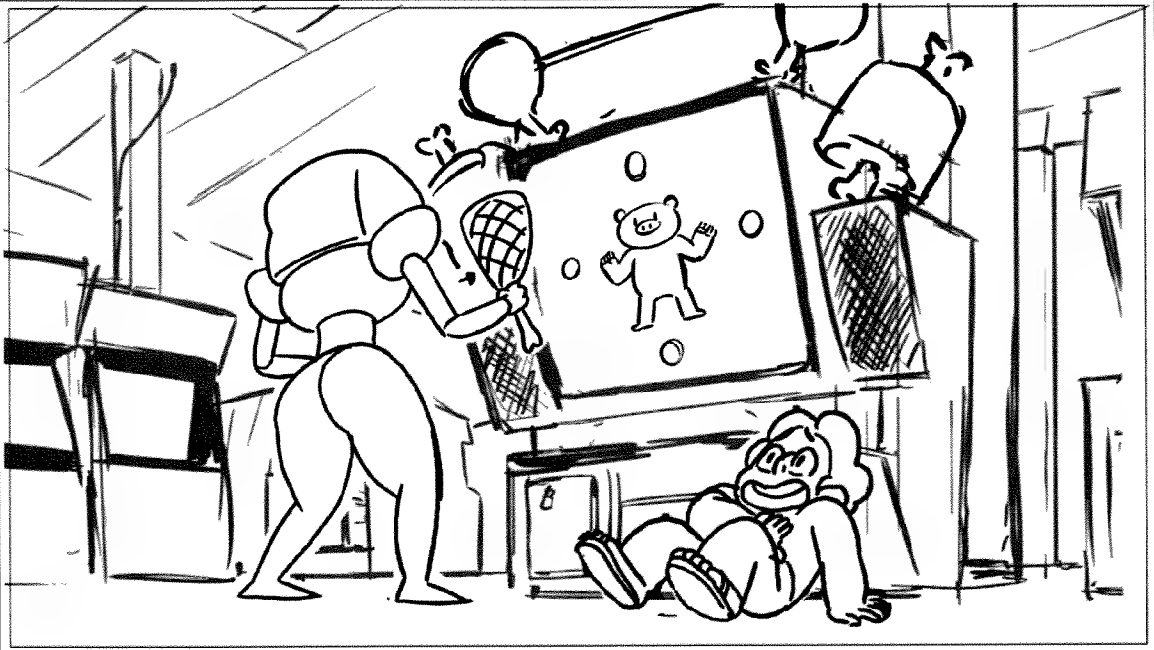
Dialog
GAME: TIME TO TURN UP THE HEAT!

Action Notes
Panels 1 to 4 x 2

Slugging
Panels 1 to 4 x 2 = 2.00
Total frames for the scene: 4.03
0.12

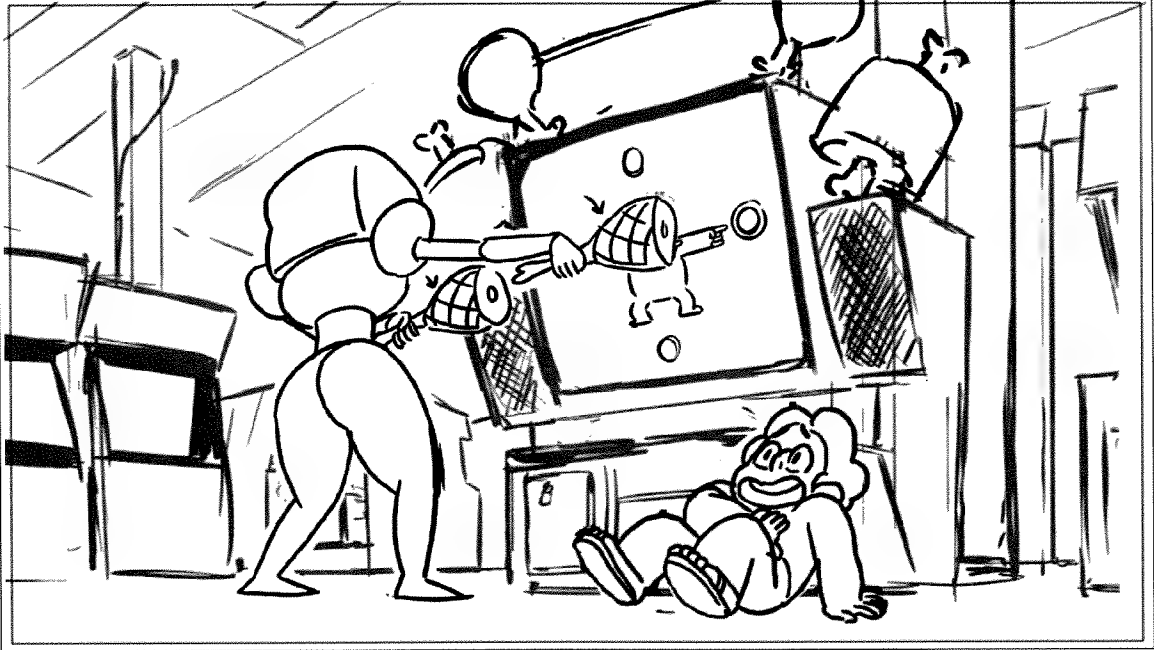
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Scene 177 Panel 2



Slugging
0.08

Scene 177 Panel 3



Slugging
0.06

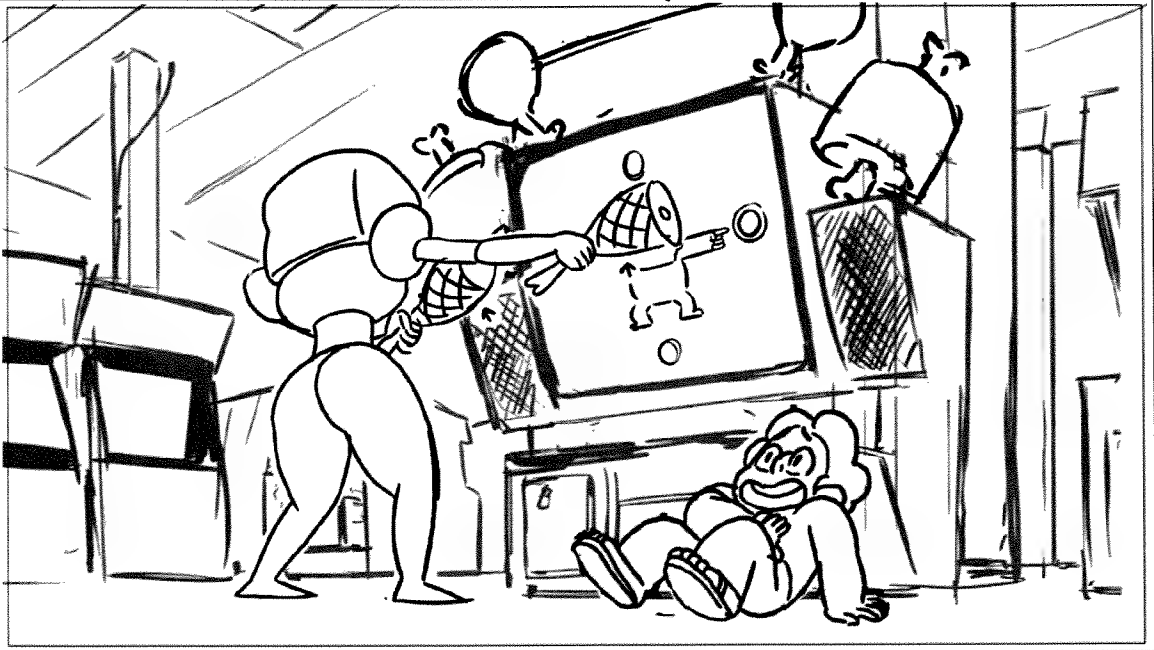
JUN 17 2013

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1020-009

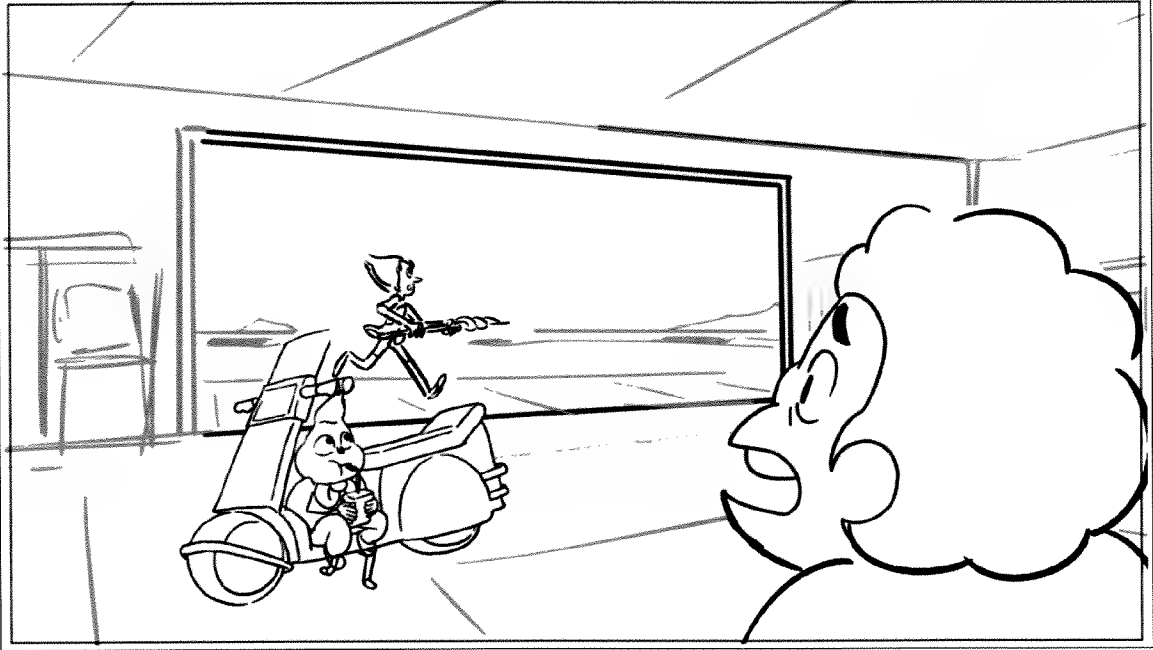
1020-009

Scene 177 Panel 4



Slugging
0.06

Scene 178 Panel 1



Action Notes
PEARL runs left to right

Slugging
Panels 1 to 3 = 0.07

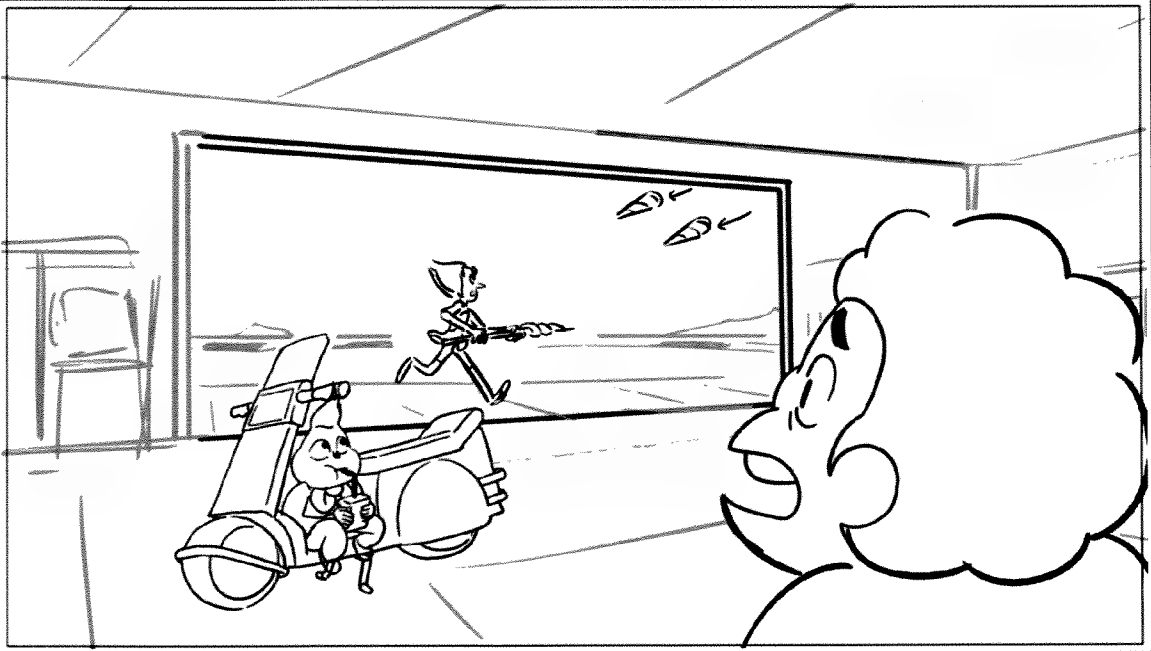
JUN 17 2013

1020.009

1020.009

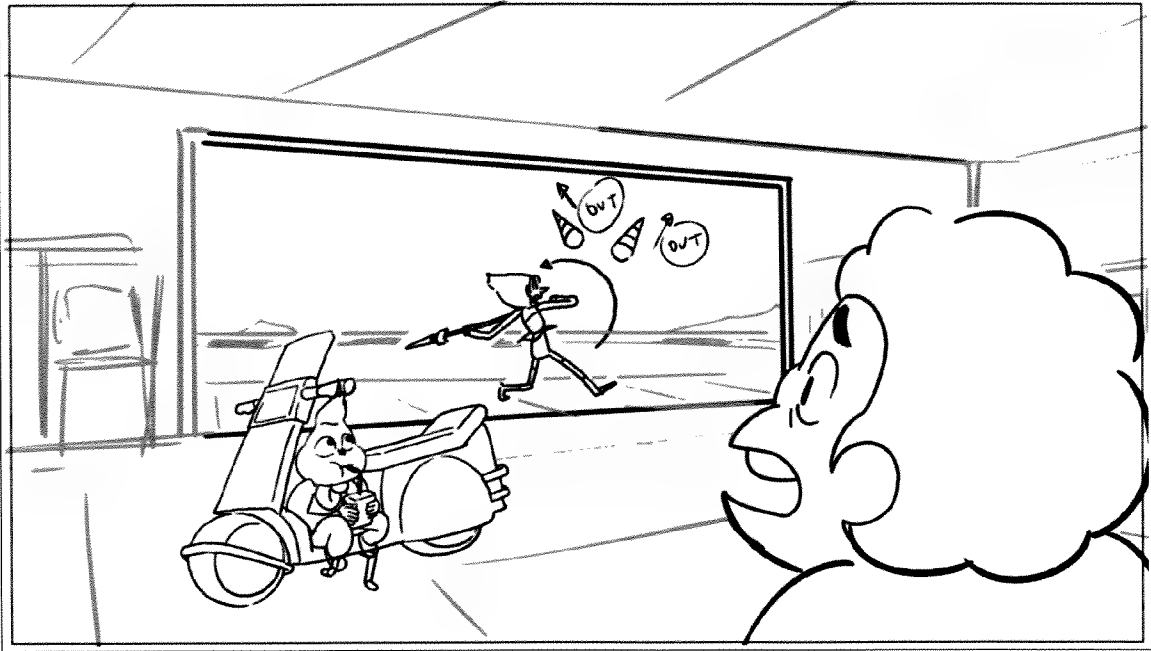
1020.009

Scene 178 Panel 2



Action Notes
Spikes in

Scene 178 Panel 3

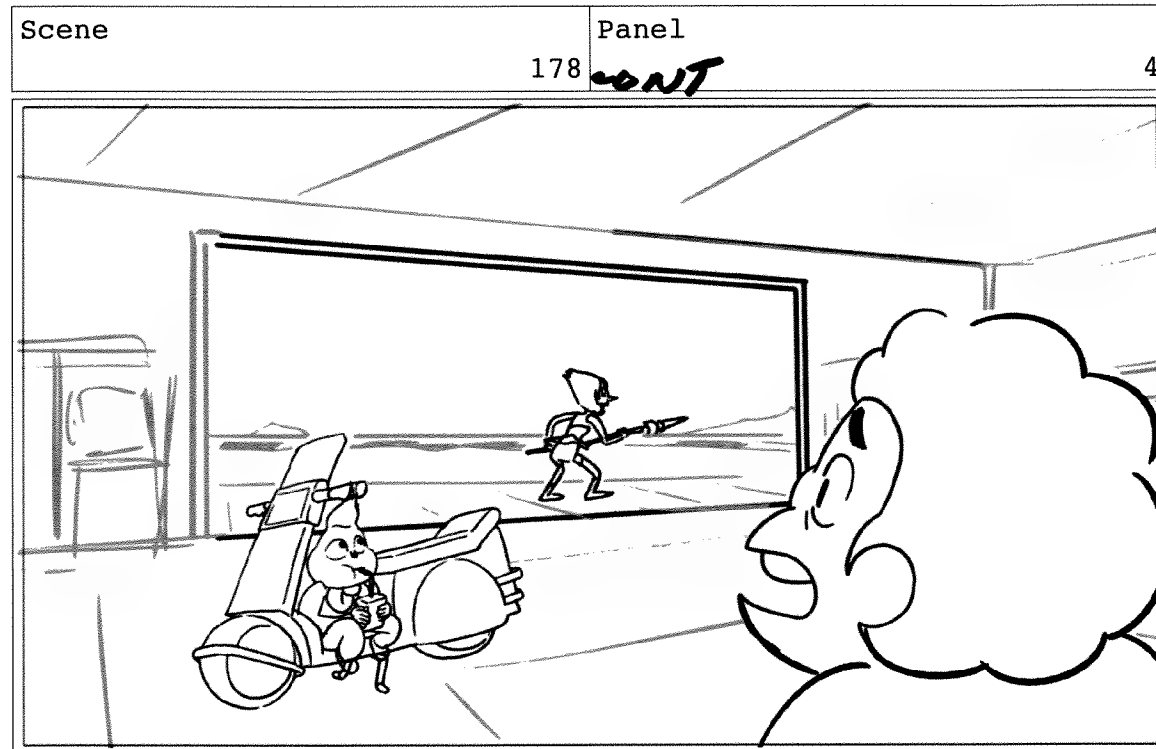


Action Notes
PEARL hits the spikes with her spear

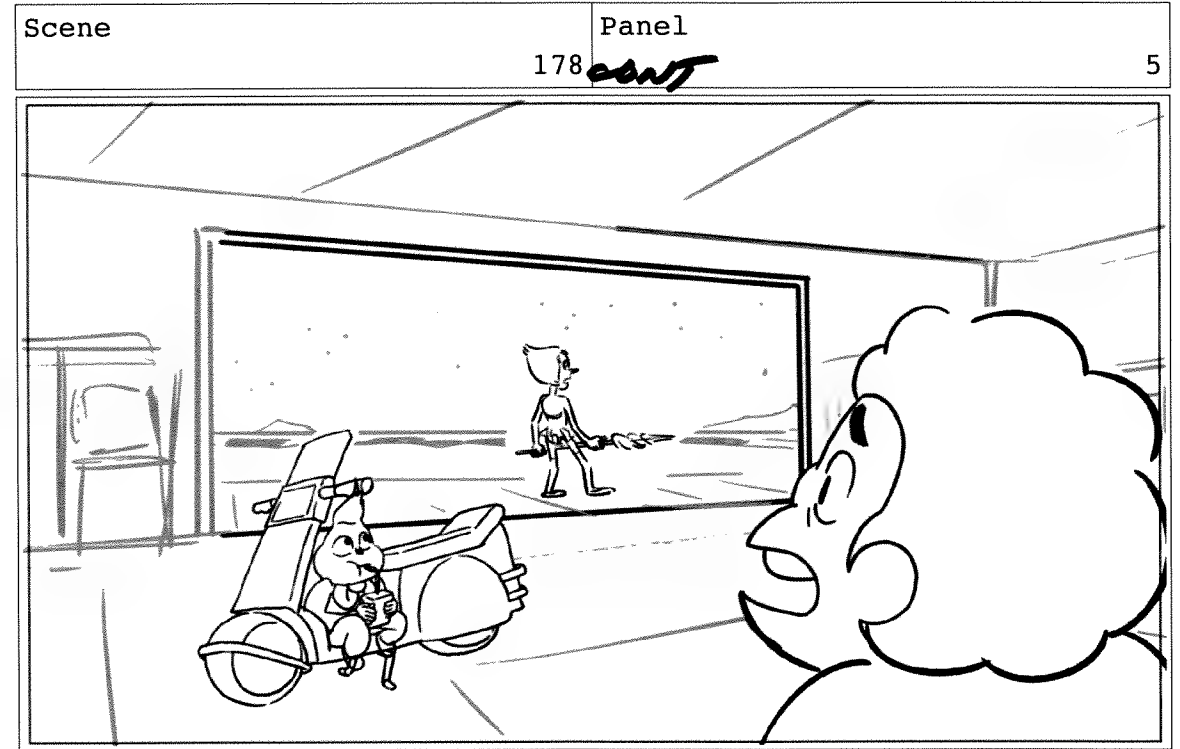
JUN 17 2013

1020-009

1020-009

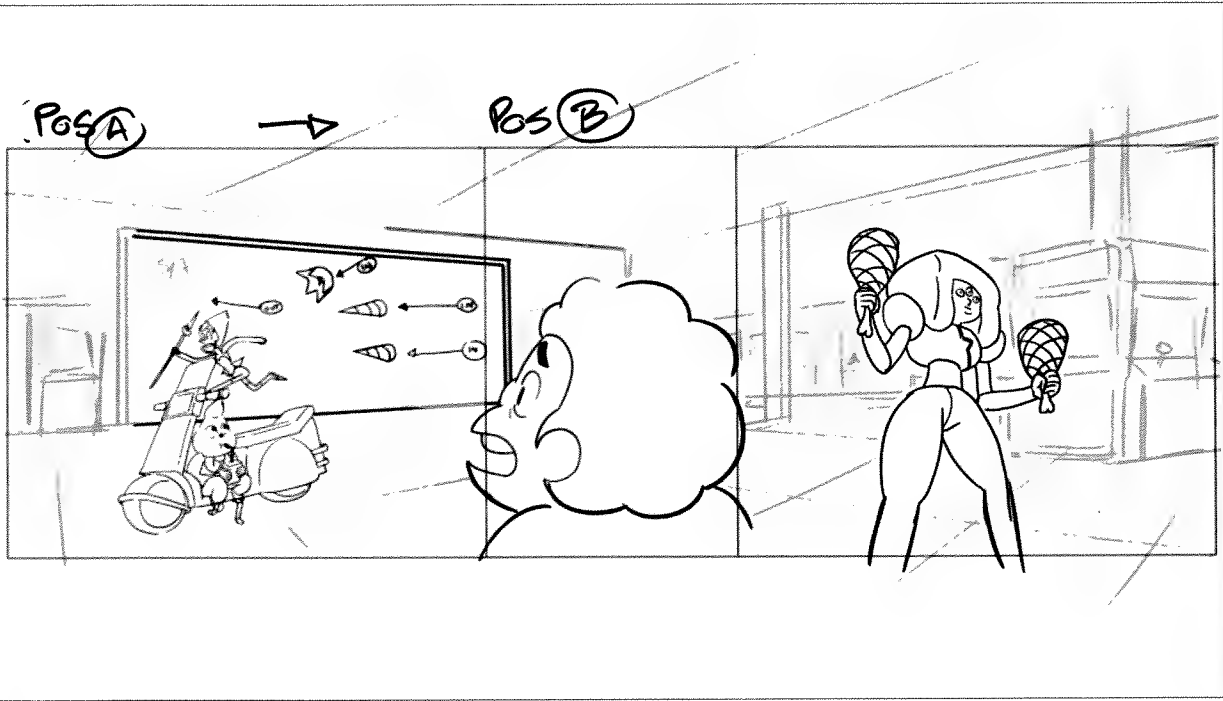


Slugging
Panels 3 + 4 = 0.04



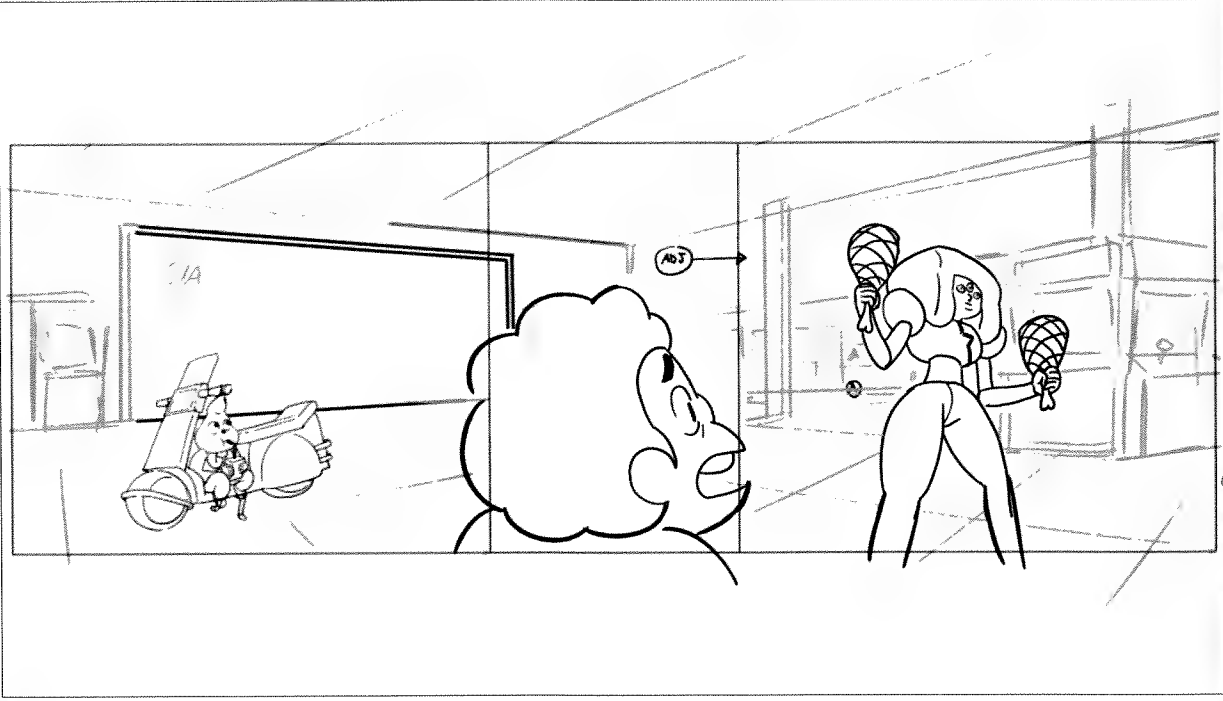
7 2013

Scene 178 Panel 6
CONT



Slugging
HOLD: 0.11

Scene 178 Panel 7
CONT

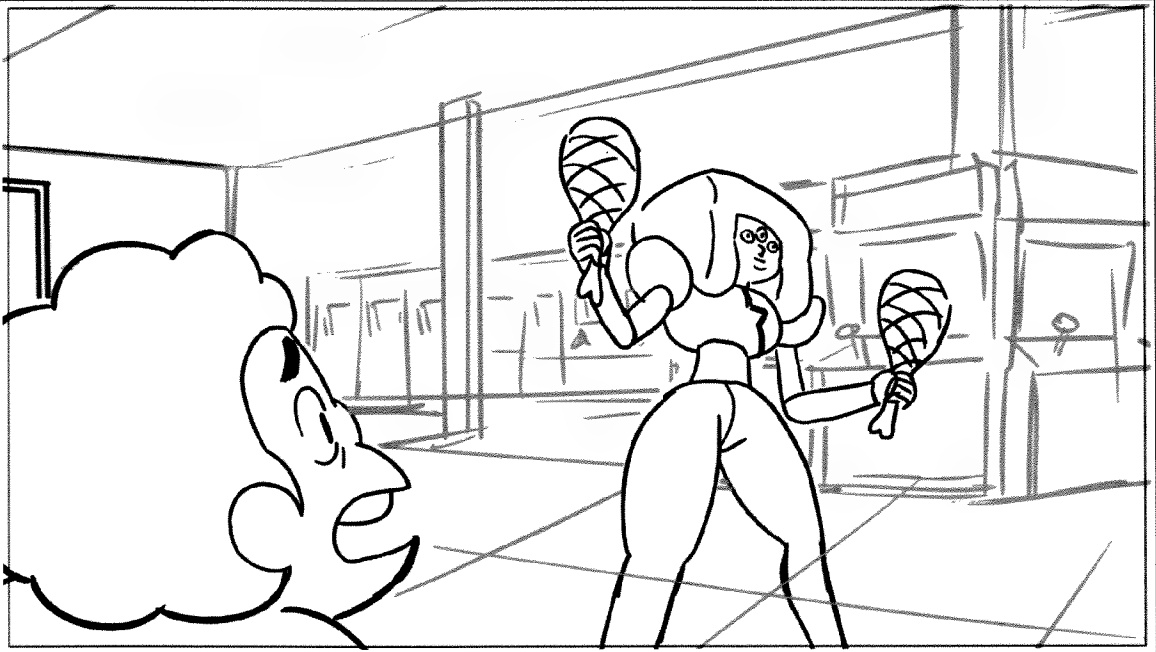


Dialog
STEVEN: THE RHYTHM HAS HER!

Slugging
HOLD: 0.04
Then ADJ: 0.09
Then HOLD: 0.07

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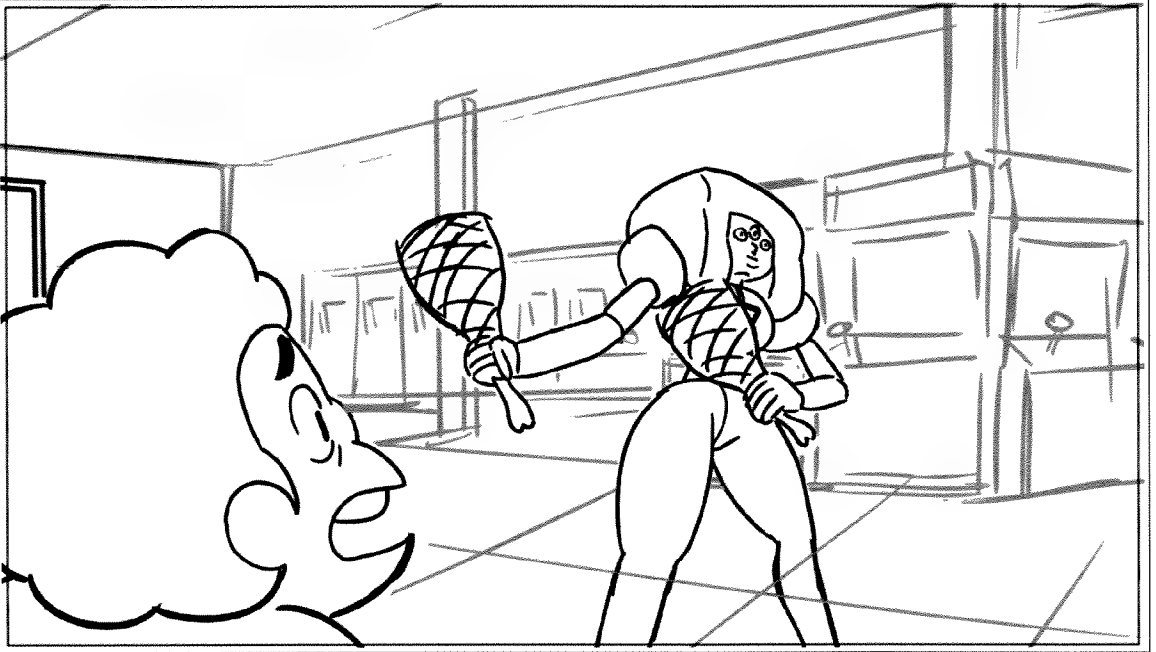
Scene 178 Panel 8



Action Notes
GARNET's arms cycle randomly

Slugging
0.06

Scene 178 Panel 9



Slugging
0.06

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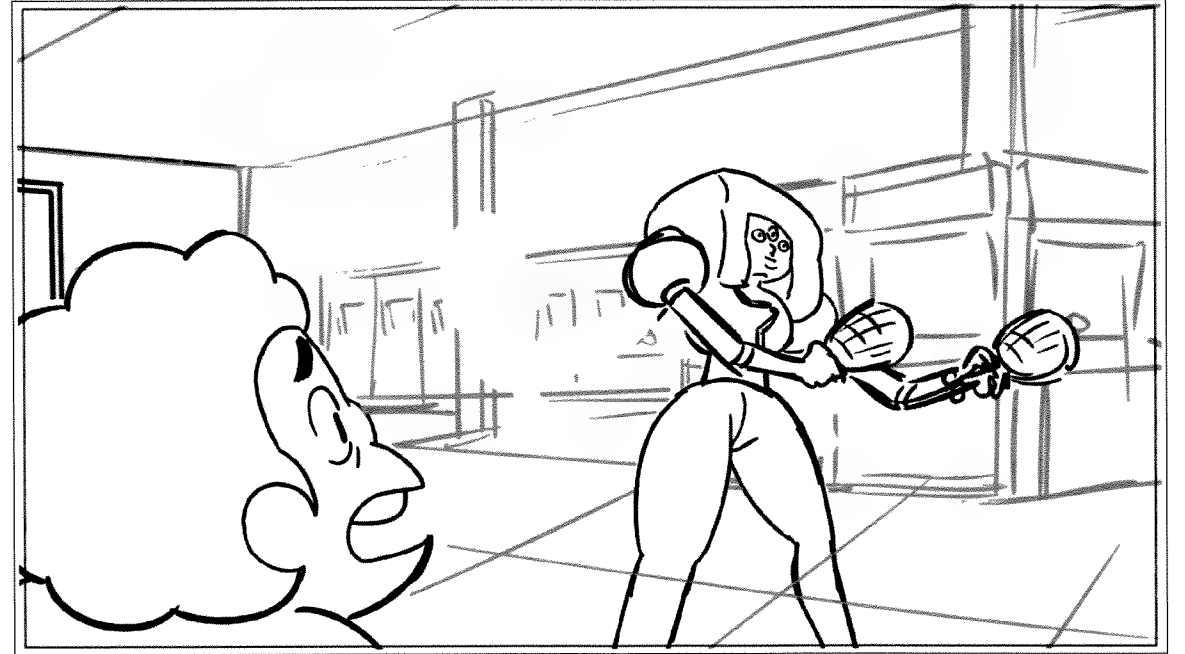
600.0701

Scene	Panel
178	10



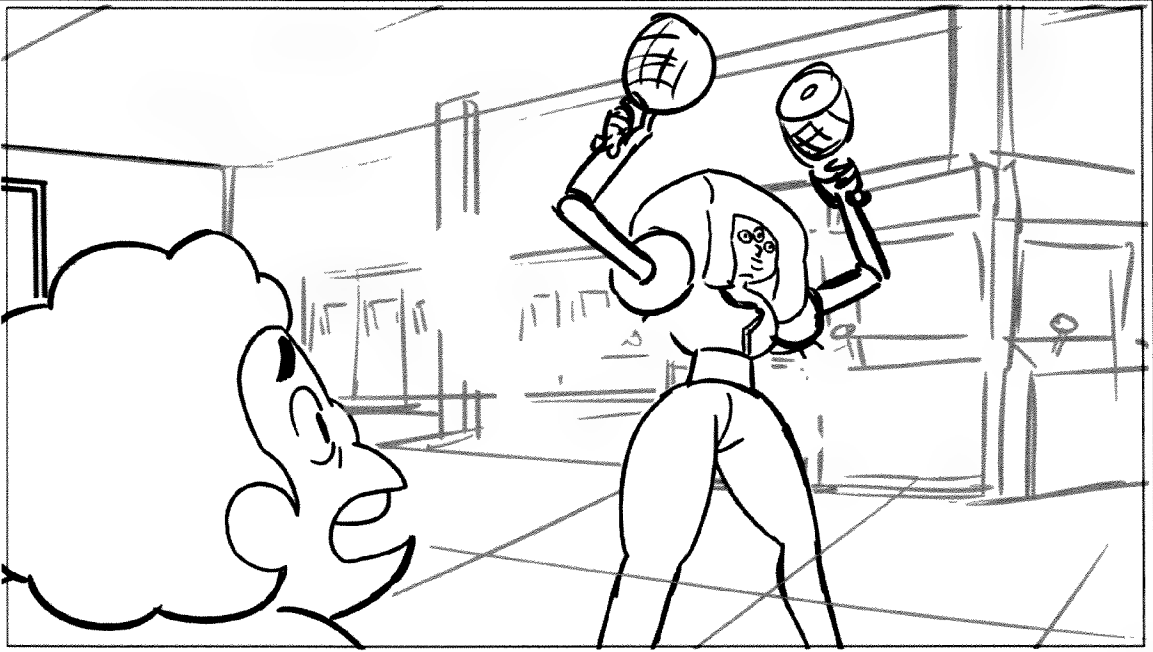
Slugging
Panels 10 to 12 = 1.06

Scene	Panel
178	11



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Scene 178 Panel 12



Scene 179 Panel 1



Slugging
0.05

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Scene	Panel
179	CONT 2



Dialog
STEVEN: THE ONLY WAY TO DEFEAT

Slugging
2.07

Scene	Panel
179	CONT 3



Action Notes
STEVEN reaches into his pocket

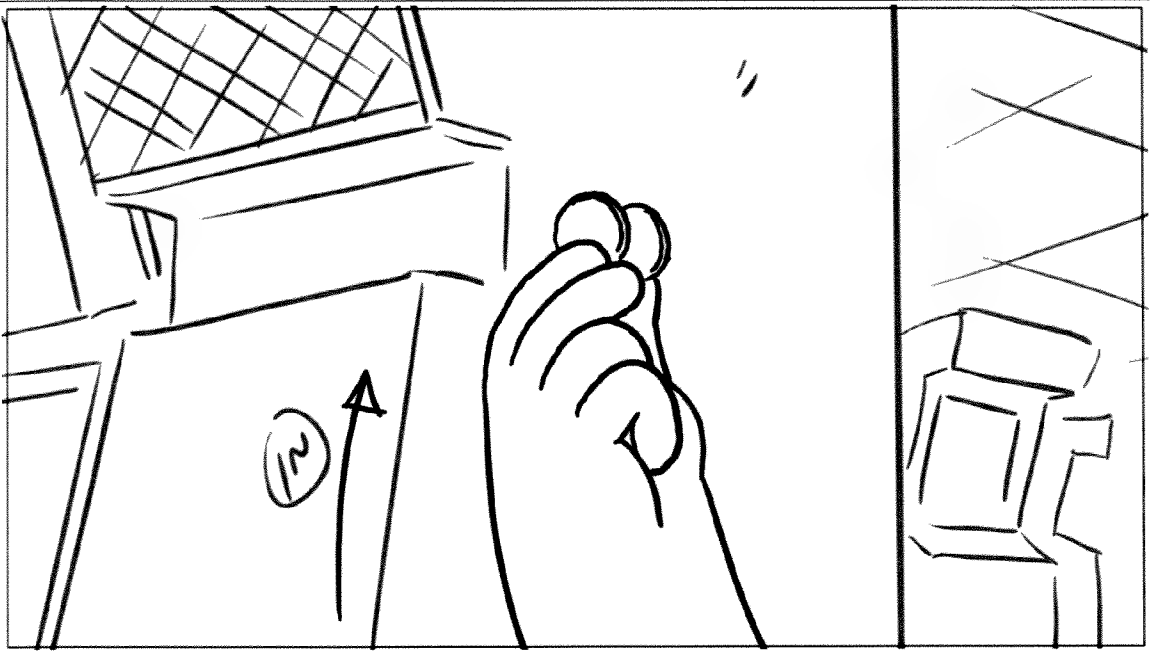
Slugging
0.10

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1020-0701

Scene	Panel
180	1

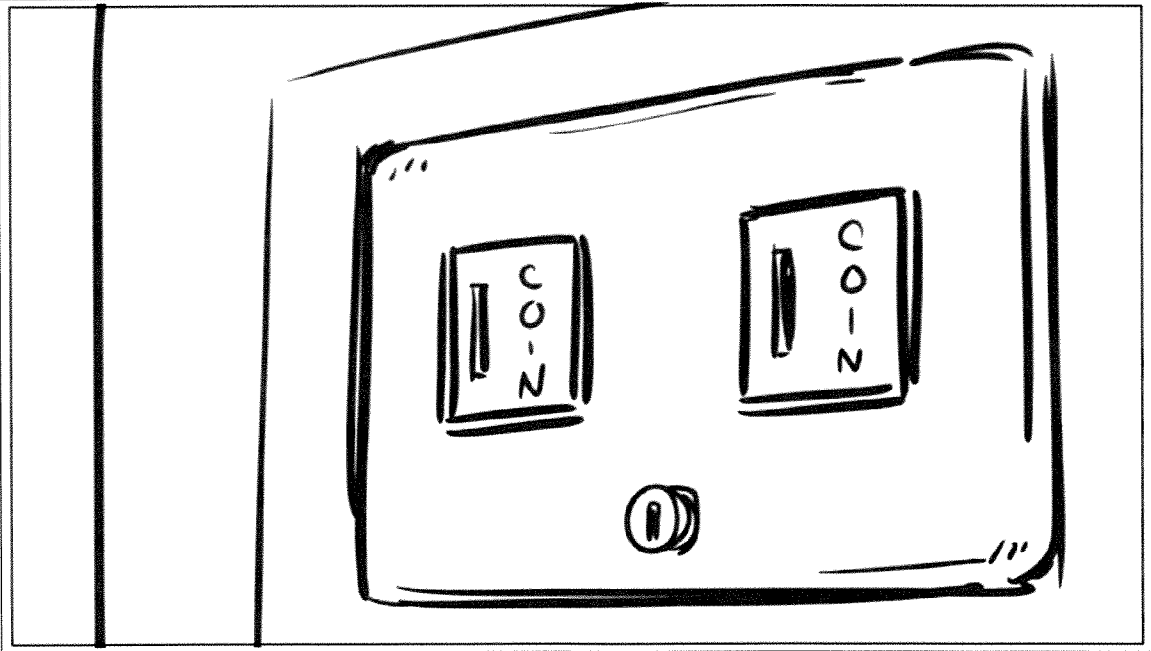


Dialog
STEVEN: THE BEAT

Action Notes
STEVEN's hand in, holding two quarters

Slugging
1.09

Scene	Panel
181	1



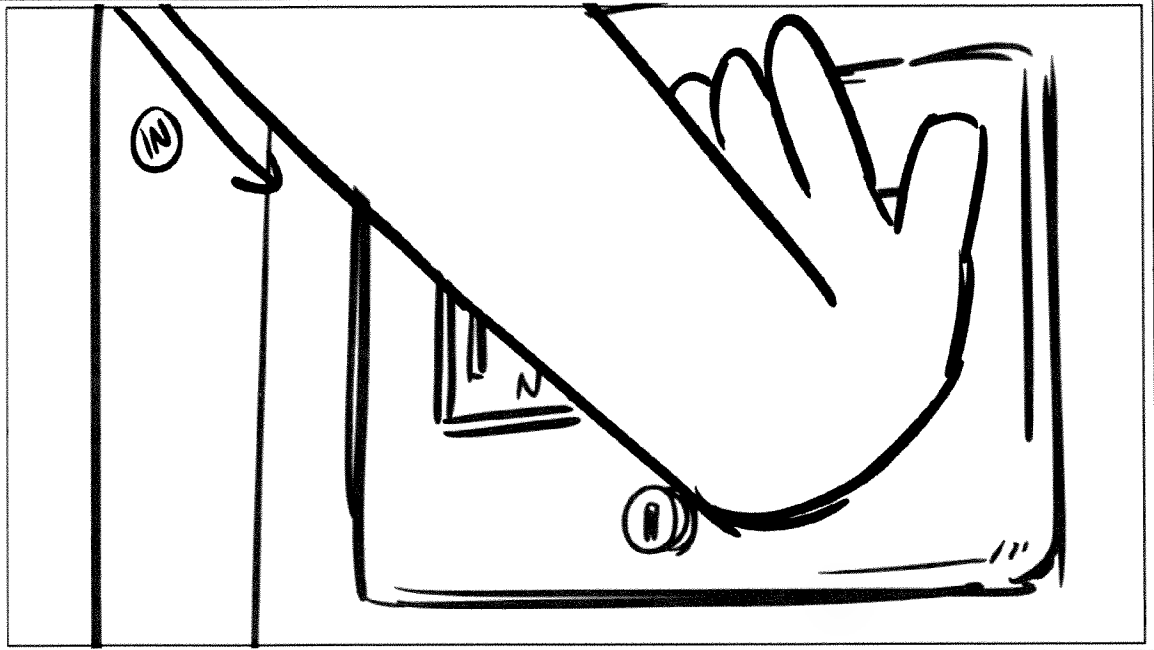
Slugging
0.08

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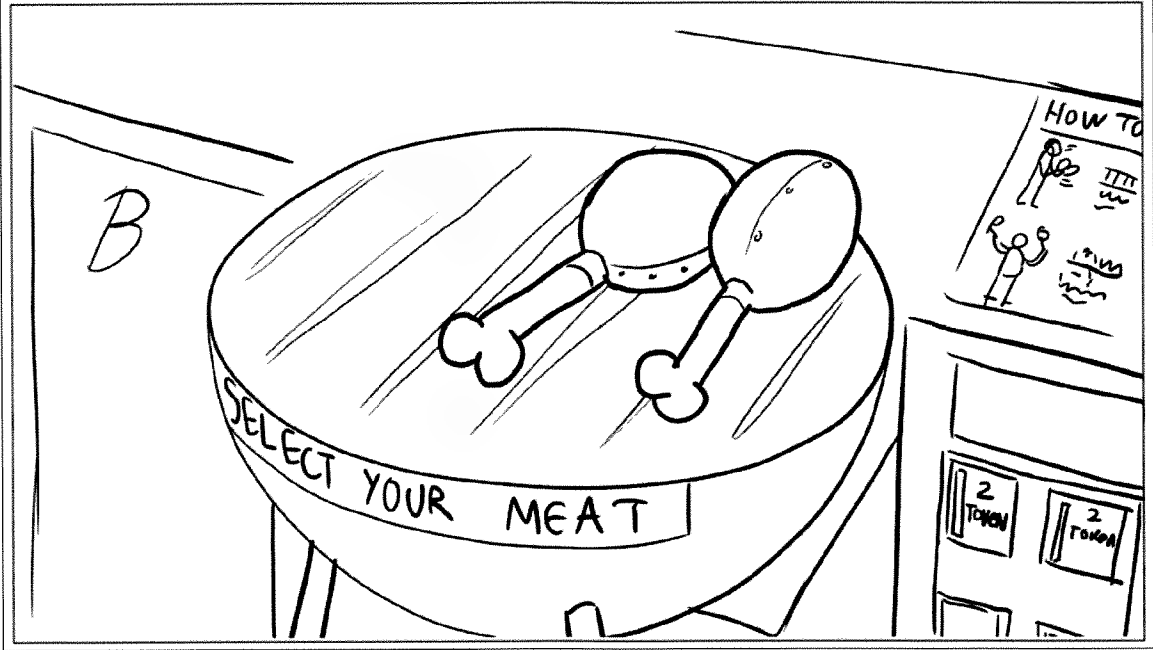
1020.009

Scene 181 Panel 2



Slugging
0.13

Scene 182 Panel 1



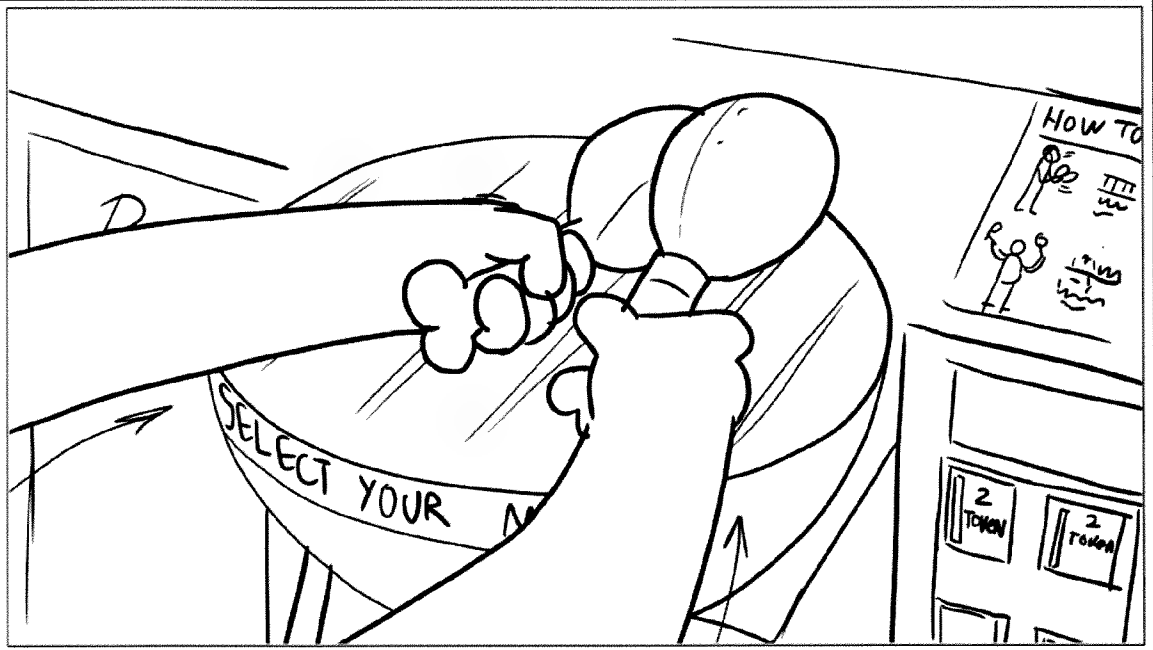
Slugging
0.04

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1020.009

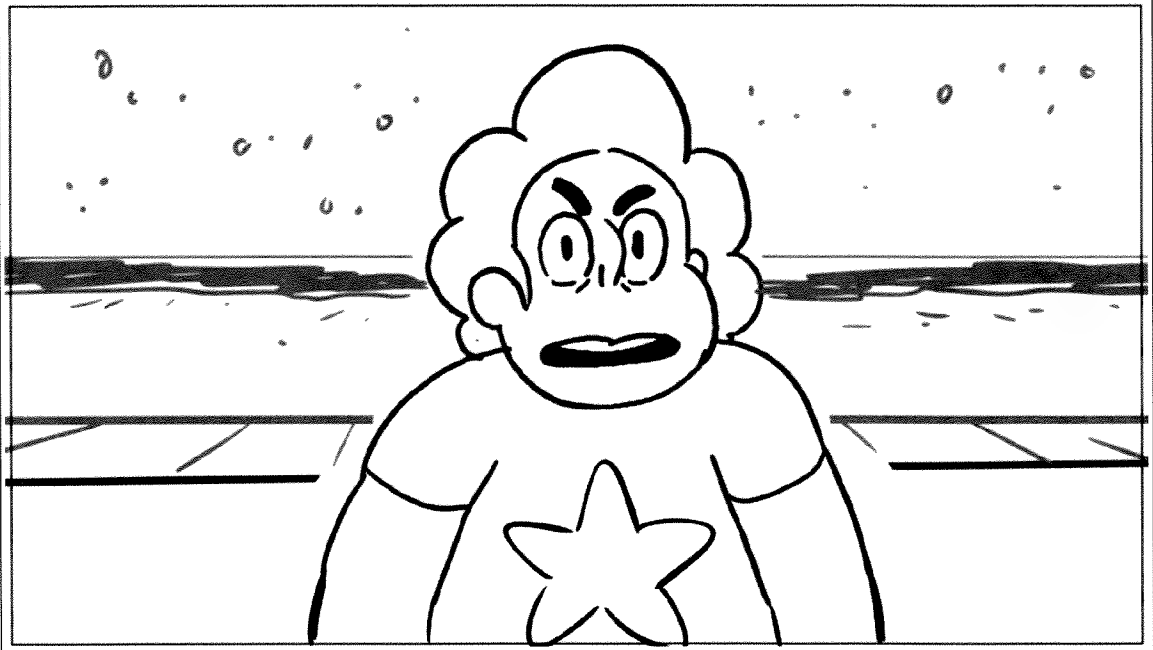
1020.009

Scene	Panel
182	CONT
	2



Slugging
1.03

Scene	Panel
183	
	1



Slugging
0.07

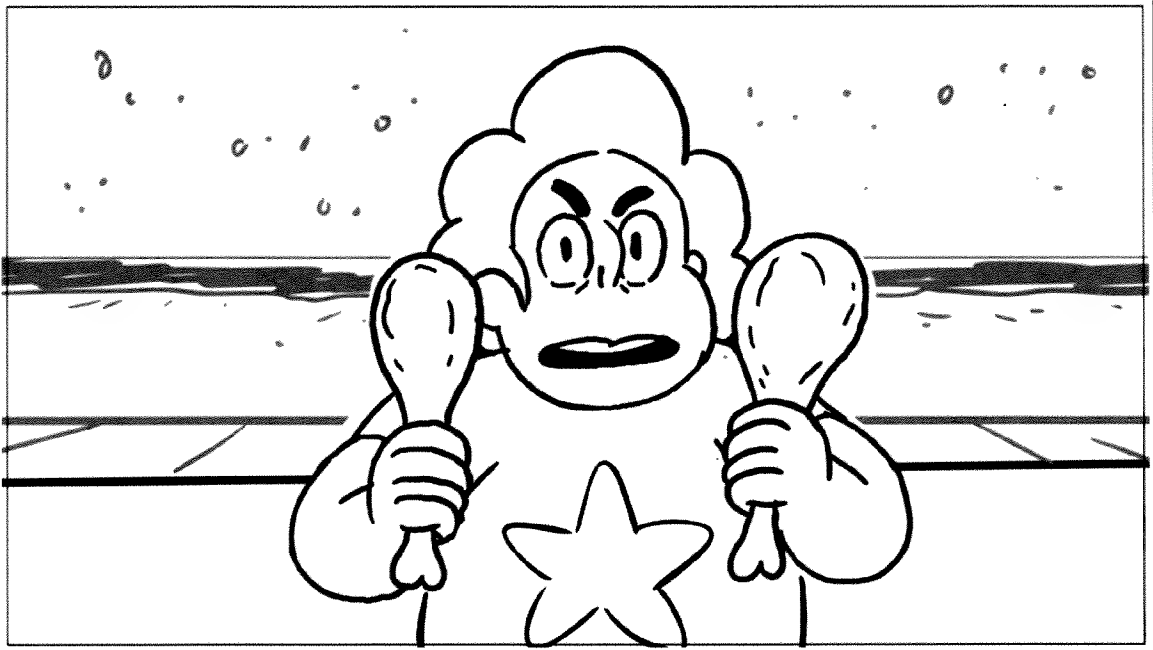
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1020-009

1020-009

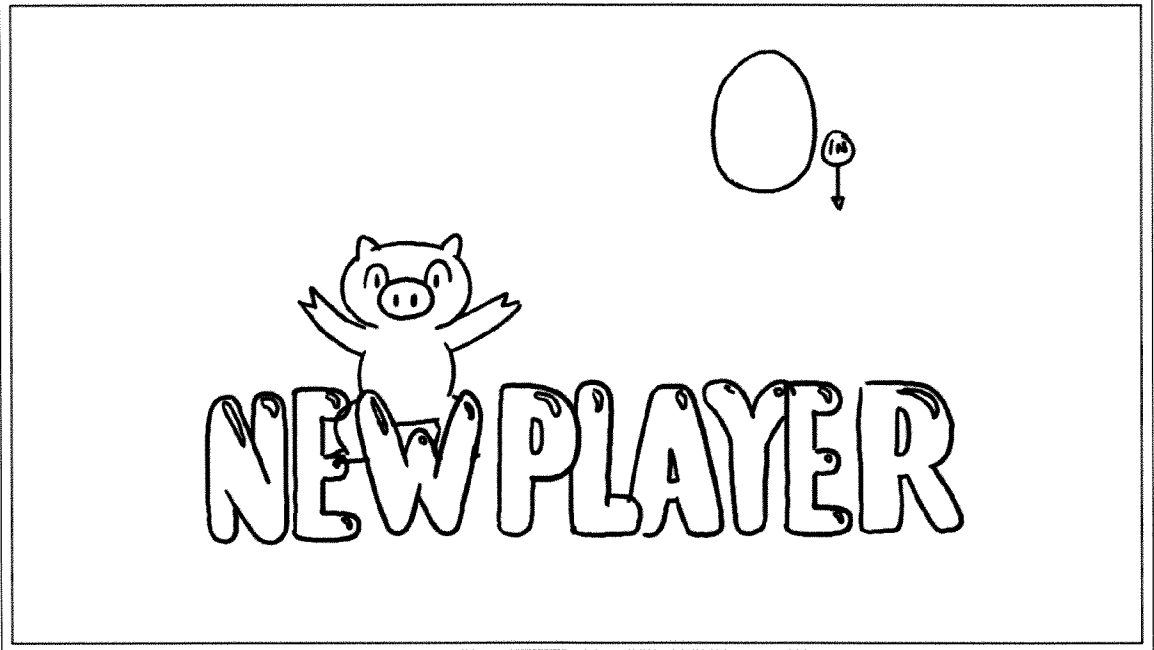
Scene 183 Panel 2



Dialog
STEVEN: IS WITH MEAT!

Slugging
1.08

Scene 184 Panel 1



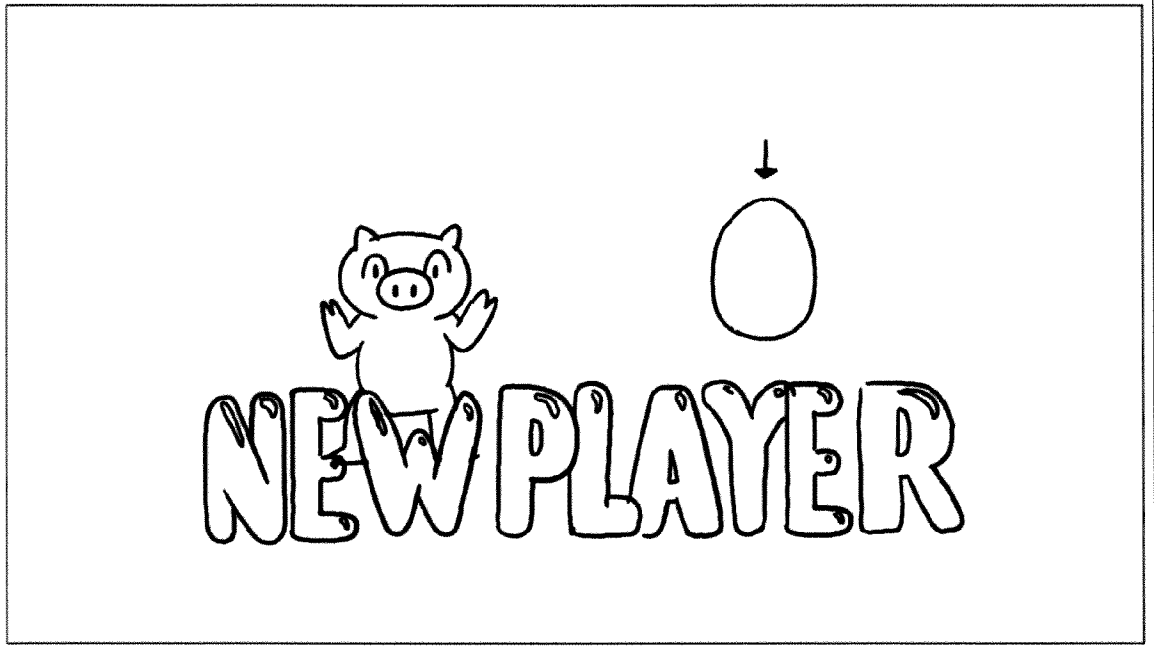
Action Notes
GAME SCREEN

Slugging
0.06
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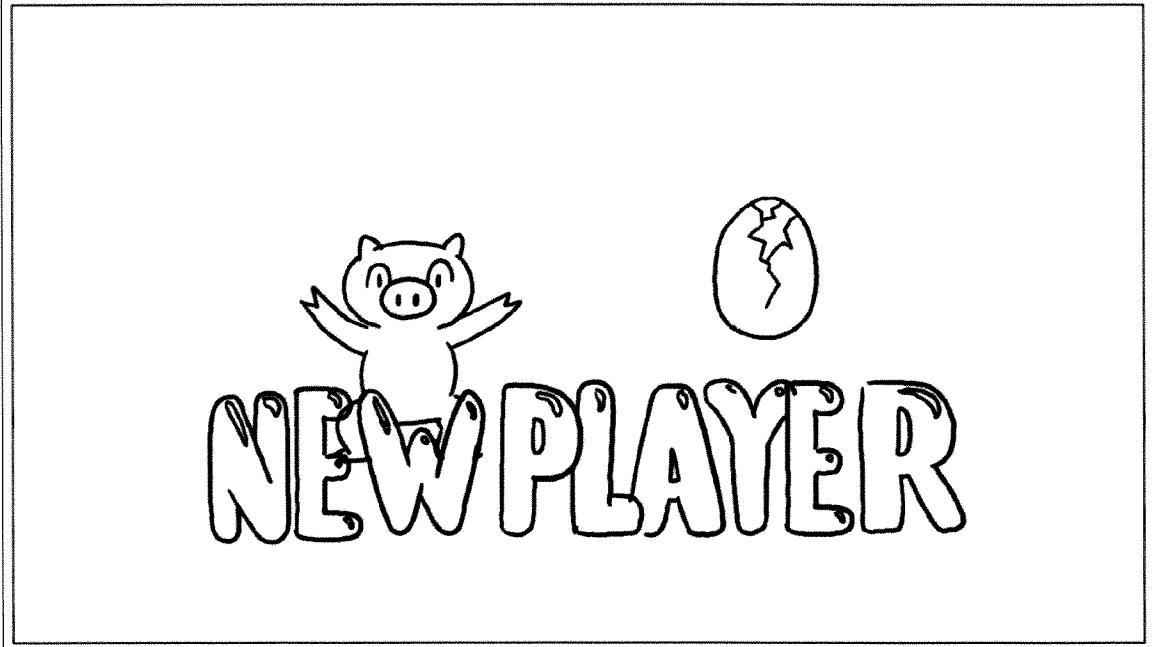
Scene 184 Panel 2



Dialog
GAME A NEW **PLAYER** HAS ENTERED THE
KITCHEN!!

Slugging
3.14

Scene 184 Panel 3



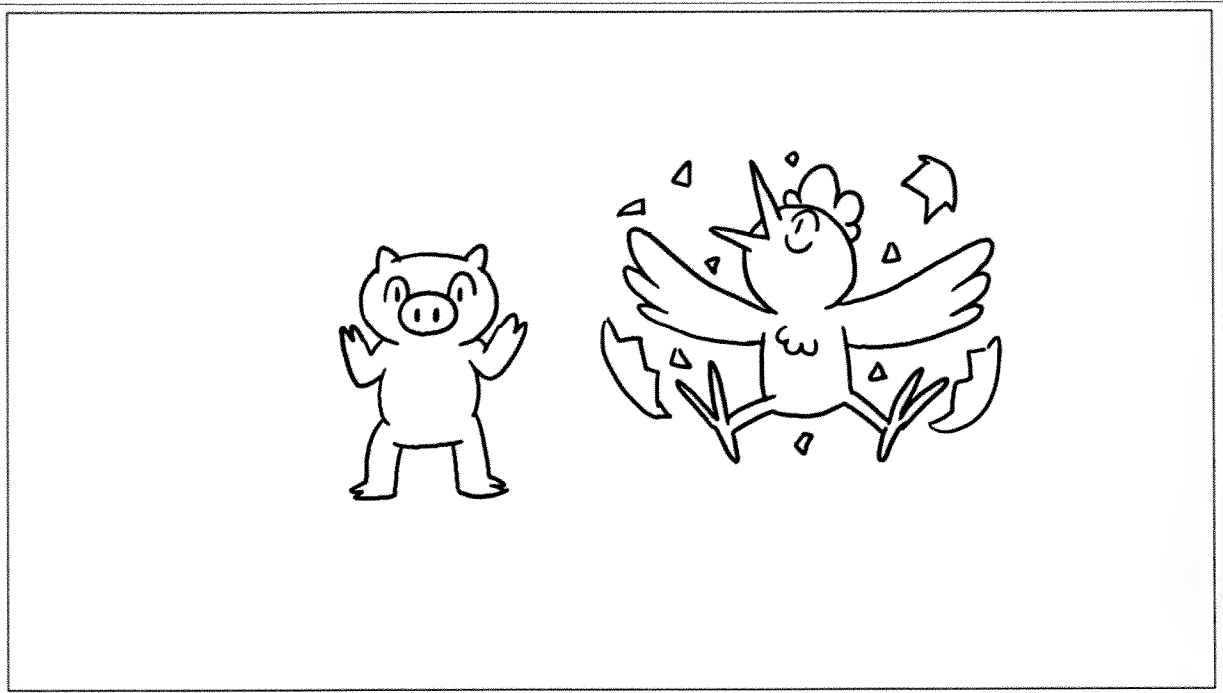
Slugging
0.08

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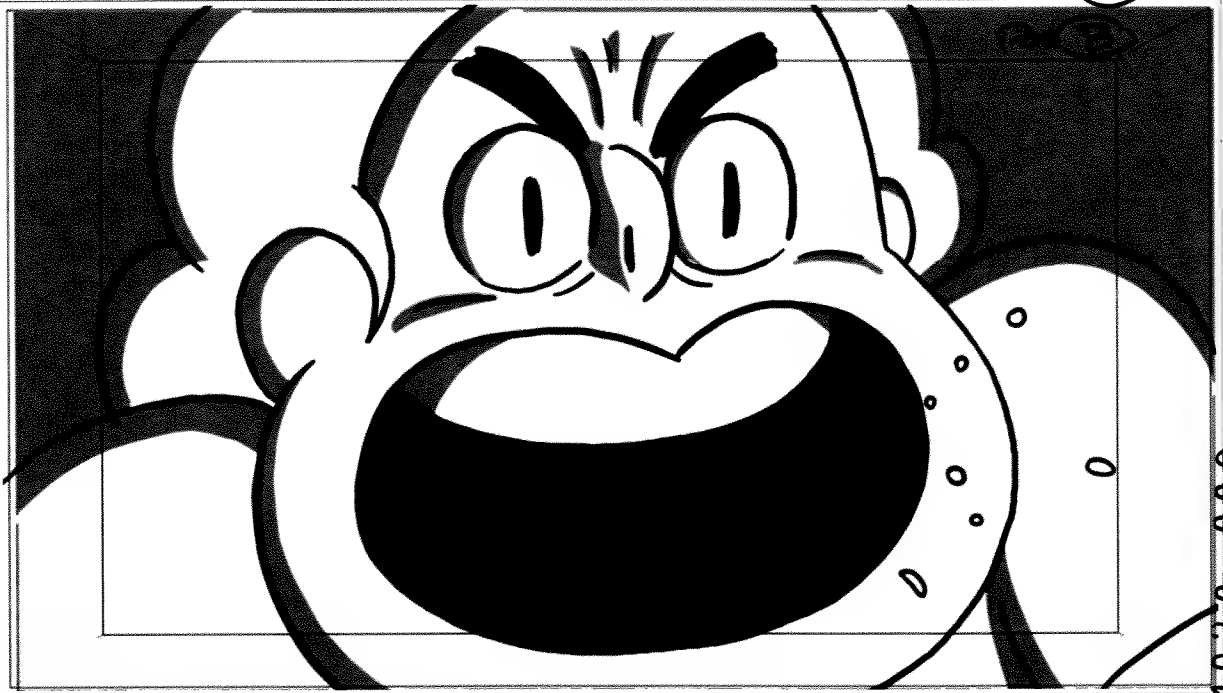
1020.009

Scene 184 Panel 4



Slugging
1.01

Scene 185 Panel 1



Dialog
STEVEN: I HAVE...

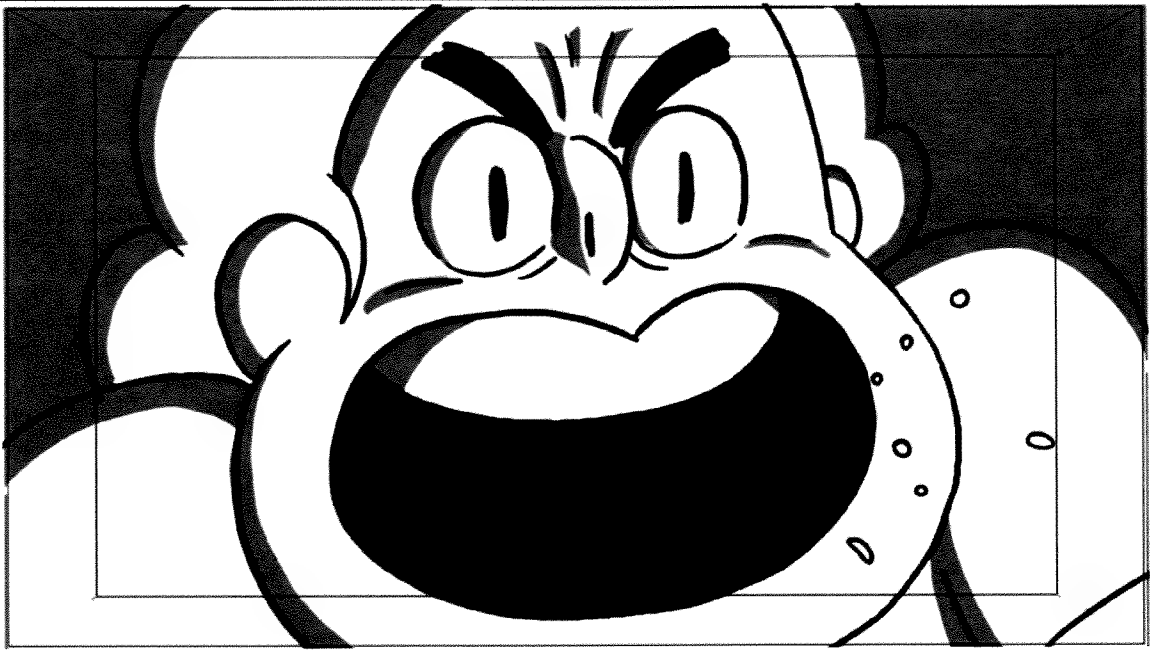
Slugging
ADJ: 0.14

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600.0701

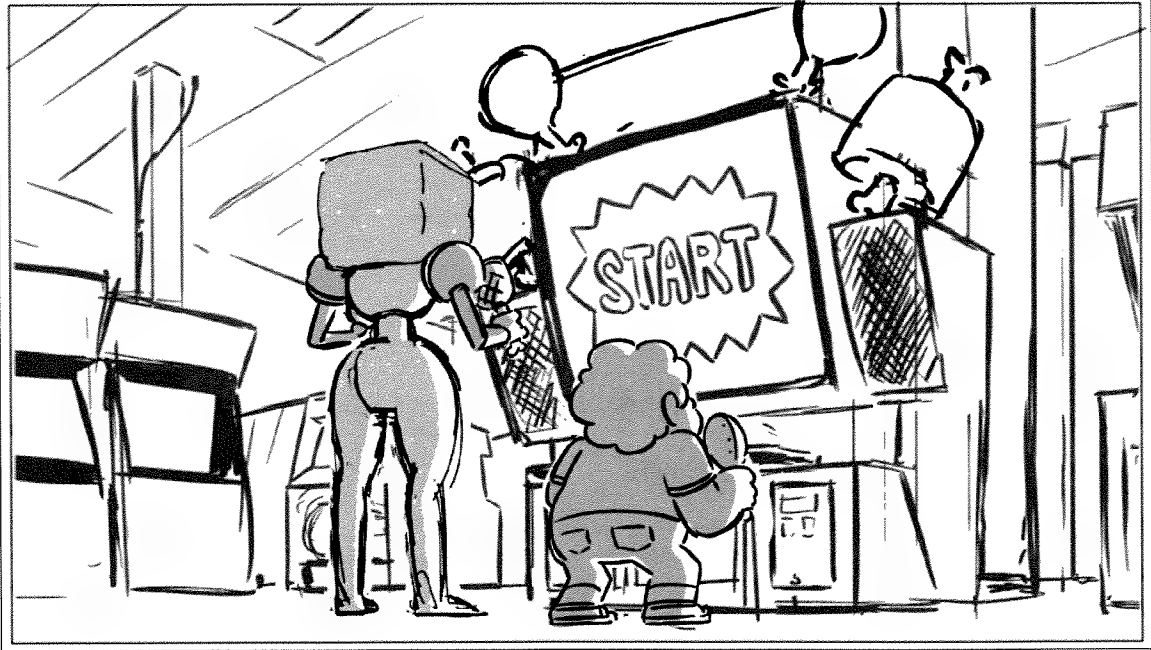
Scene 185 *cont* Panel 2



Dialog
STEVEN: ...TO WIN!!

Slugging
2.10

Scene 186 Panel 1



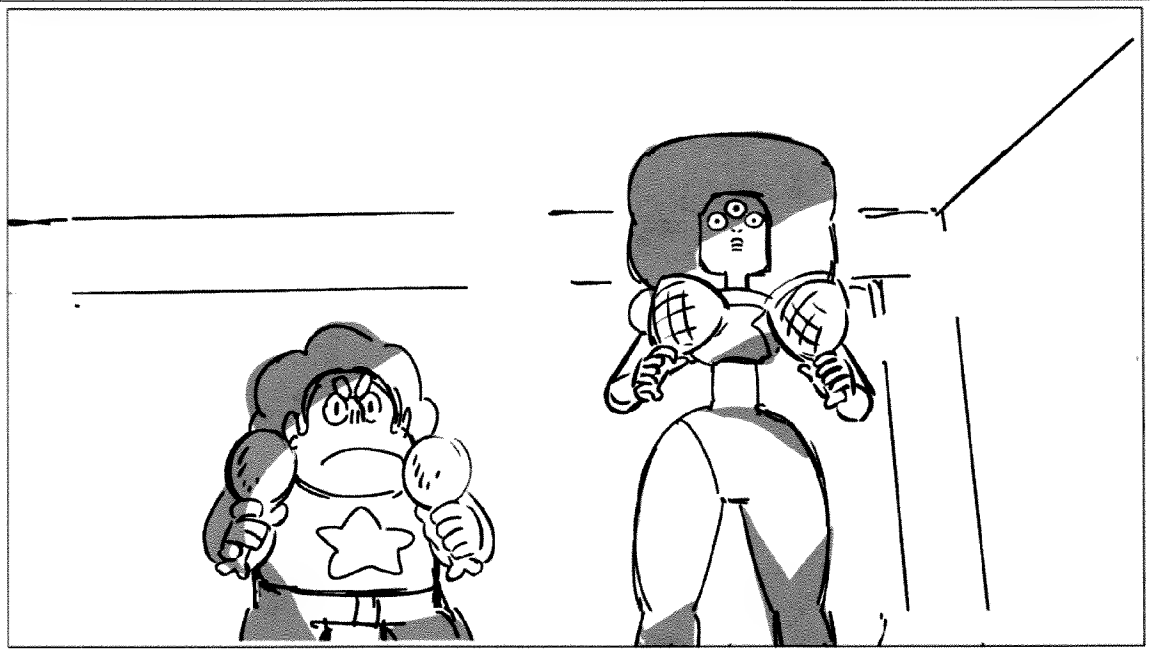
Dialog
GAME LET'S MEAT IT!

Slugging
2.03
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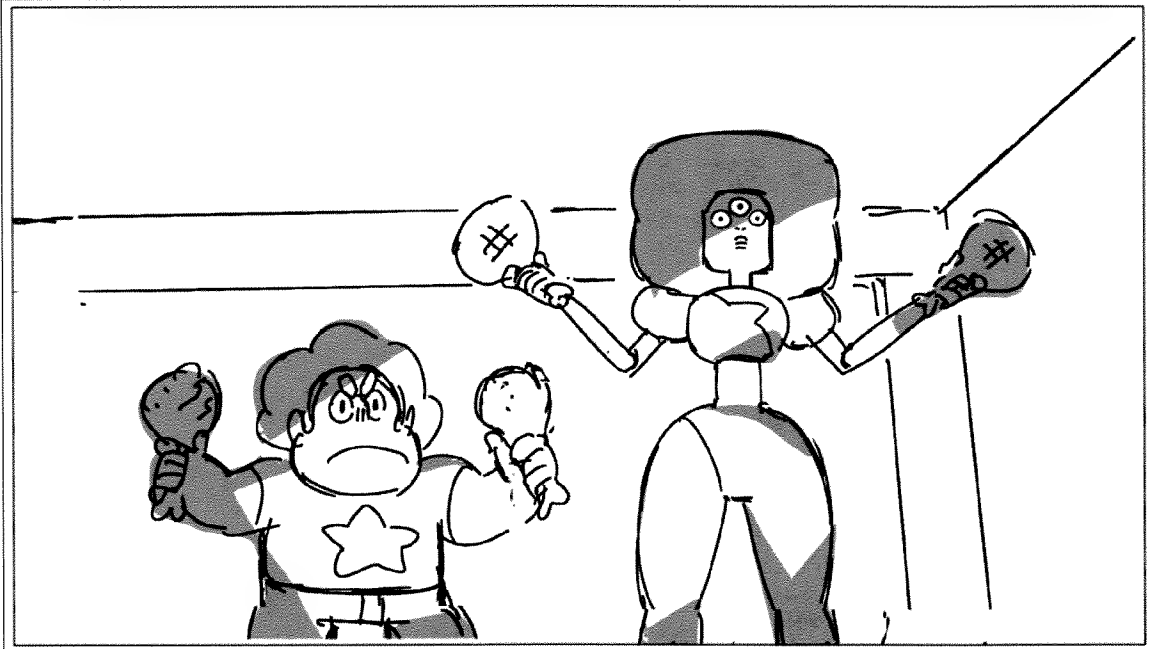
Scene	Panel
187	1



Slugging
Panels 1 to 7 = 1.10

Panels 1 to 26 = 8.08

Scene	Panel
187	2



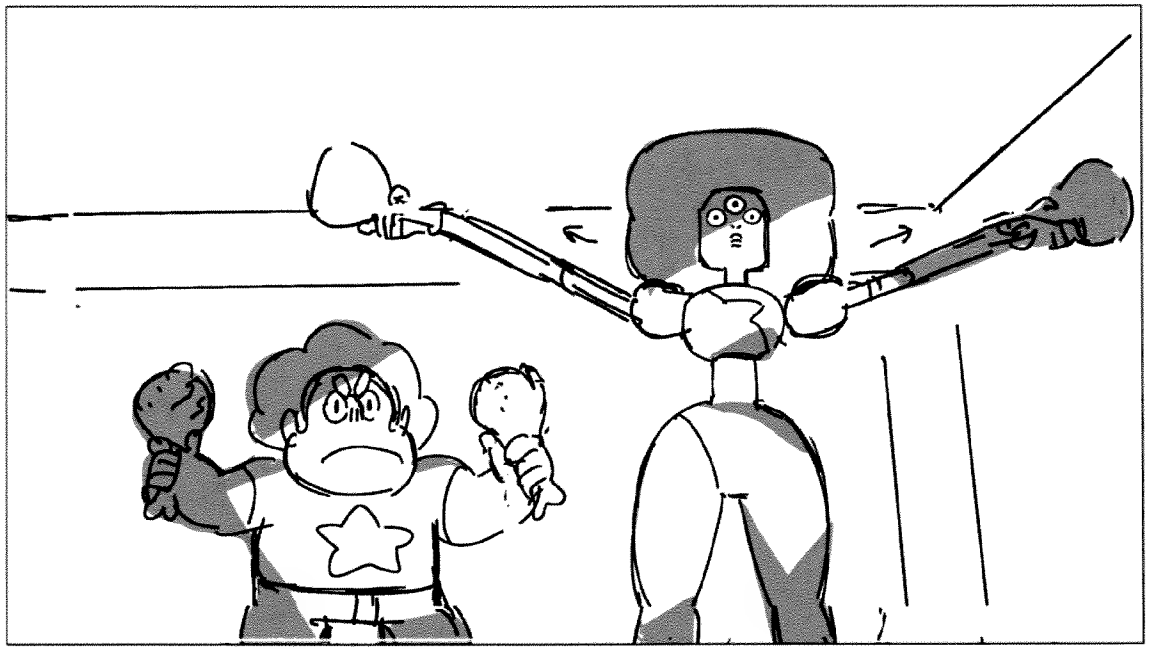
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1020-009

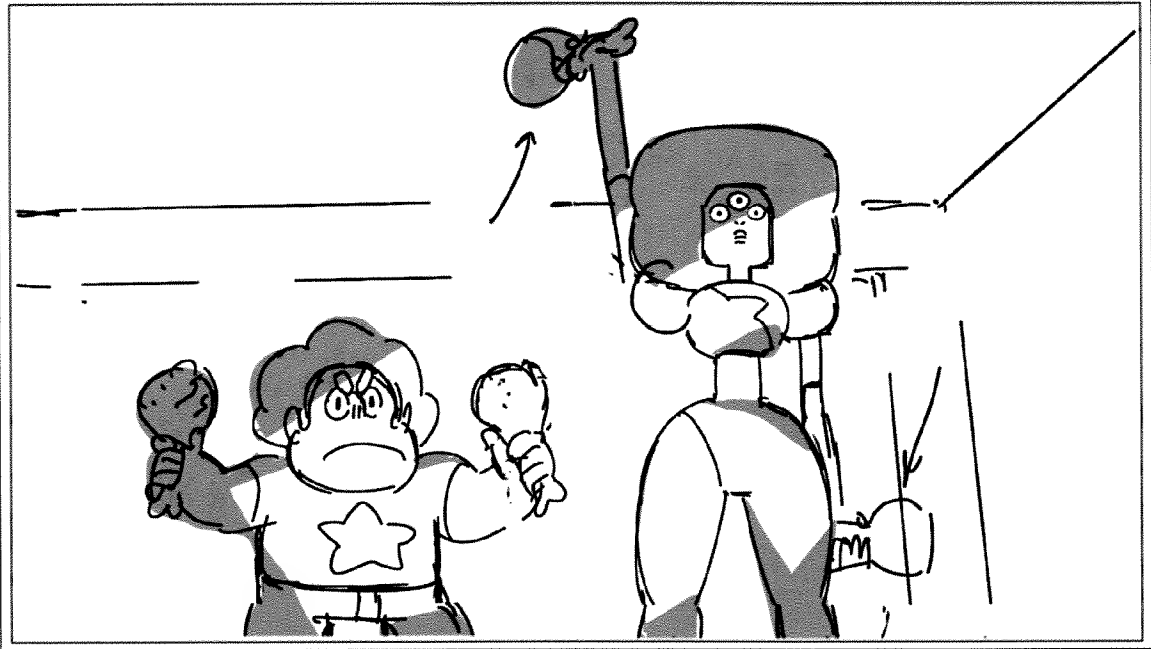
Scene
187
Panel
3



Dialog
GAME: PREPARE YOUR MEATS!

Slugging
0.07

Scene
187
Panel
4



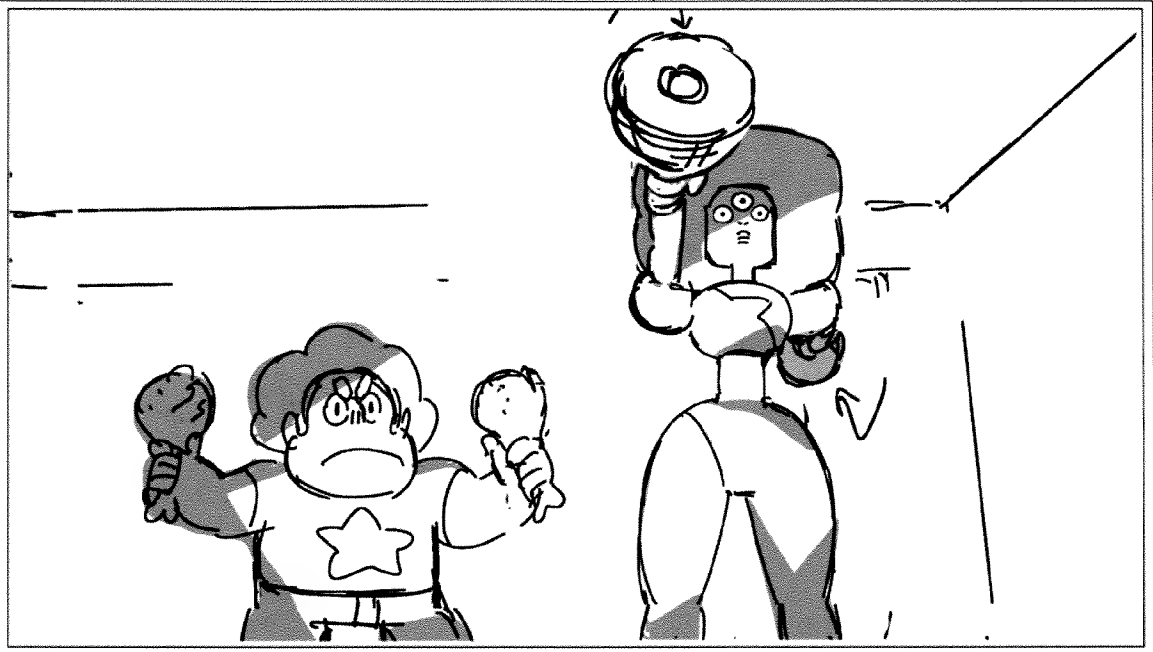
Slugging
0.04

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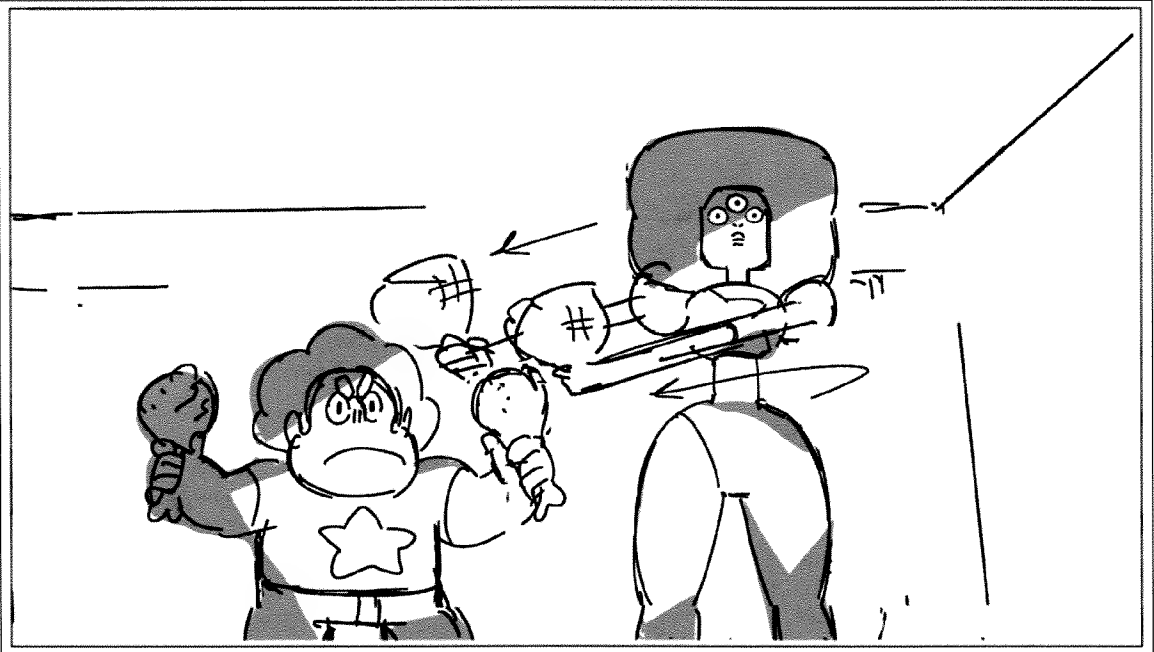
1020-009

Scene 187 Panel 5



Slugging
0.04

Scene 187 Panel 6



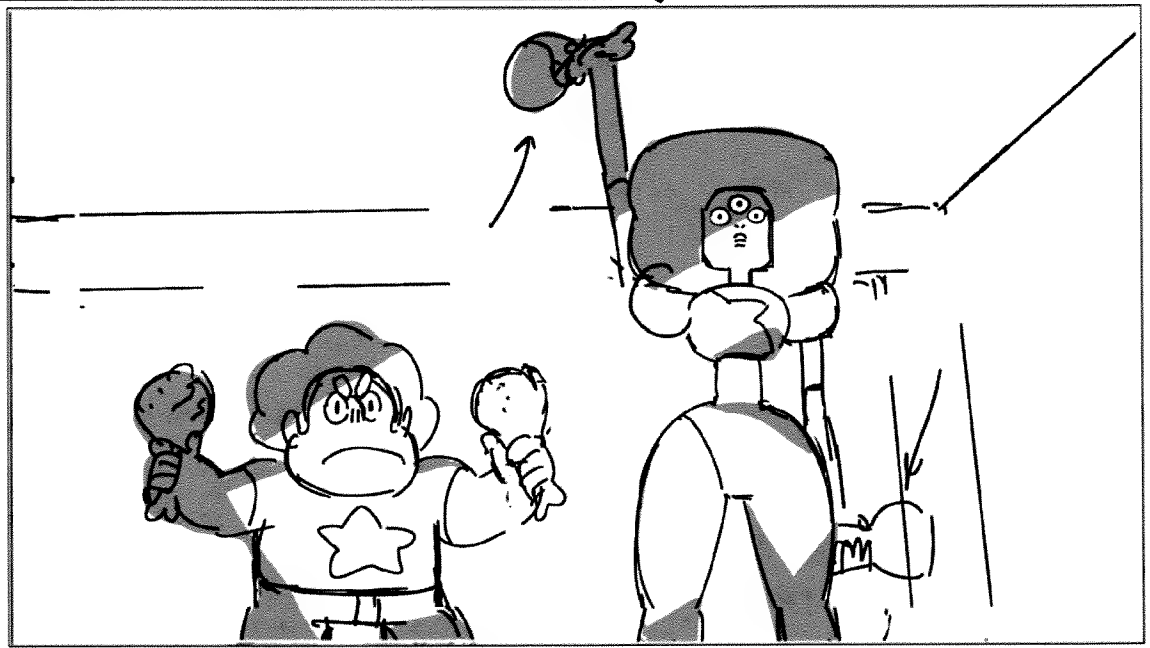
Slugging
0.05

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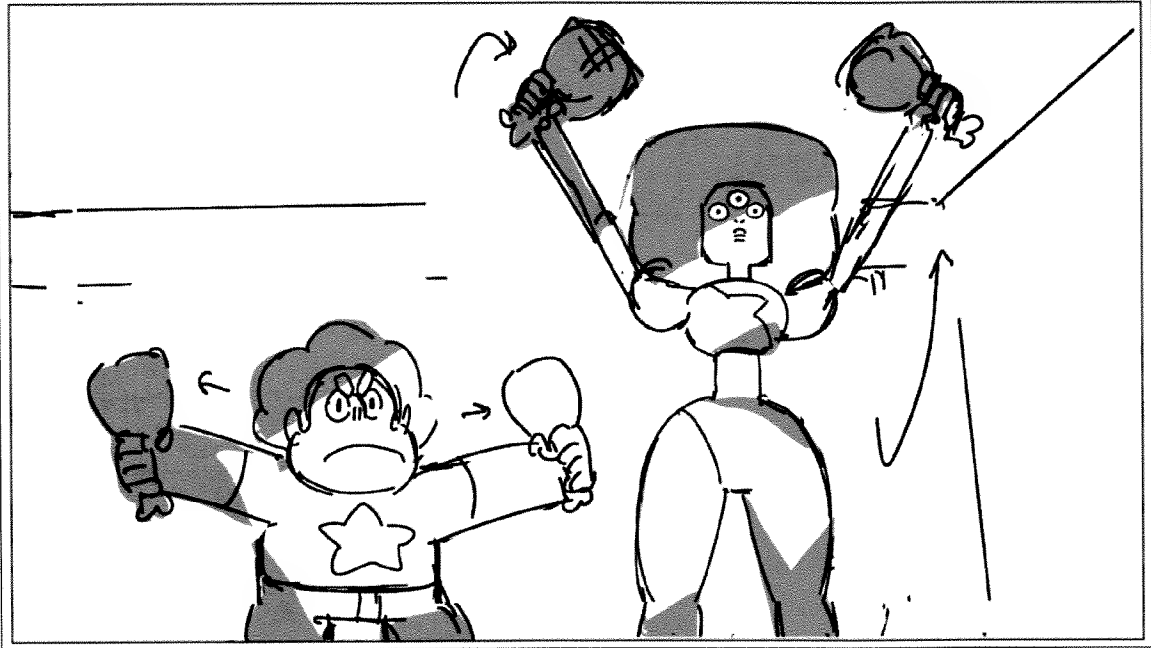
1020.009

Scene 187 Panel 7



Slugging
0.06

Scene 187 Panel 8



Dialog
GAME: SHAKE IT!

Slugging
Panels 8 to 14 = 1.14
0.05

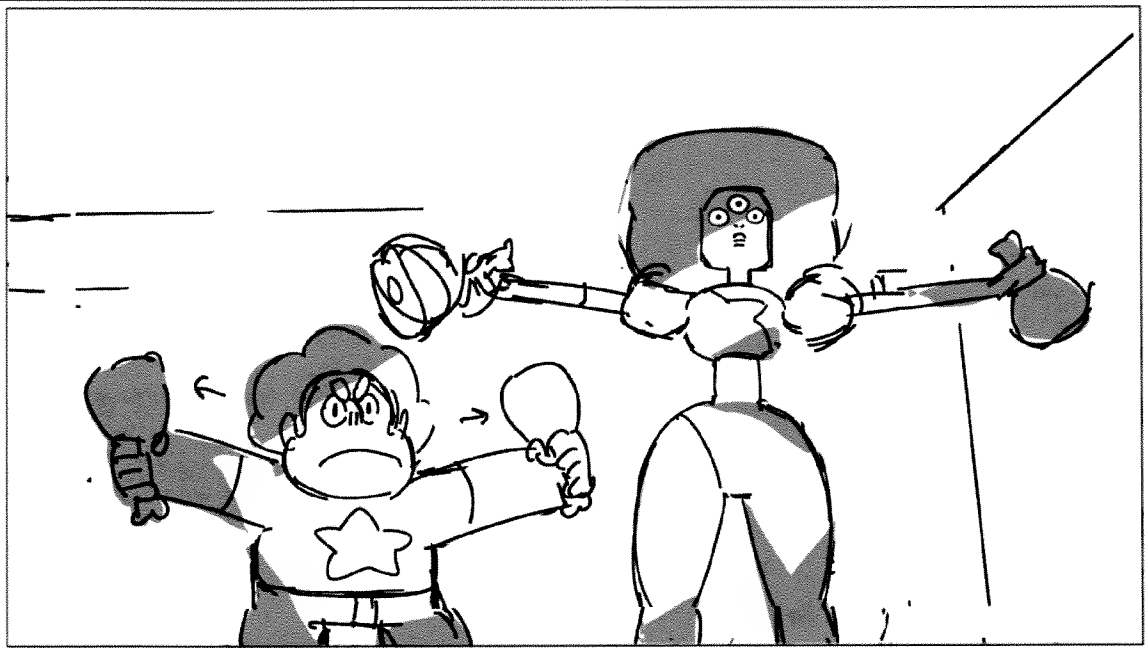
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1020-009

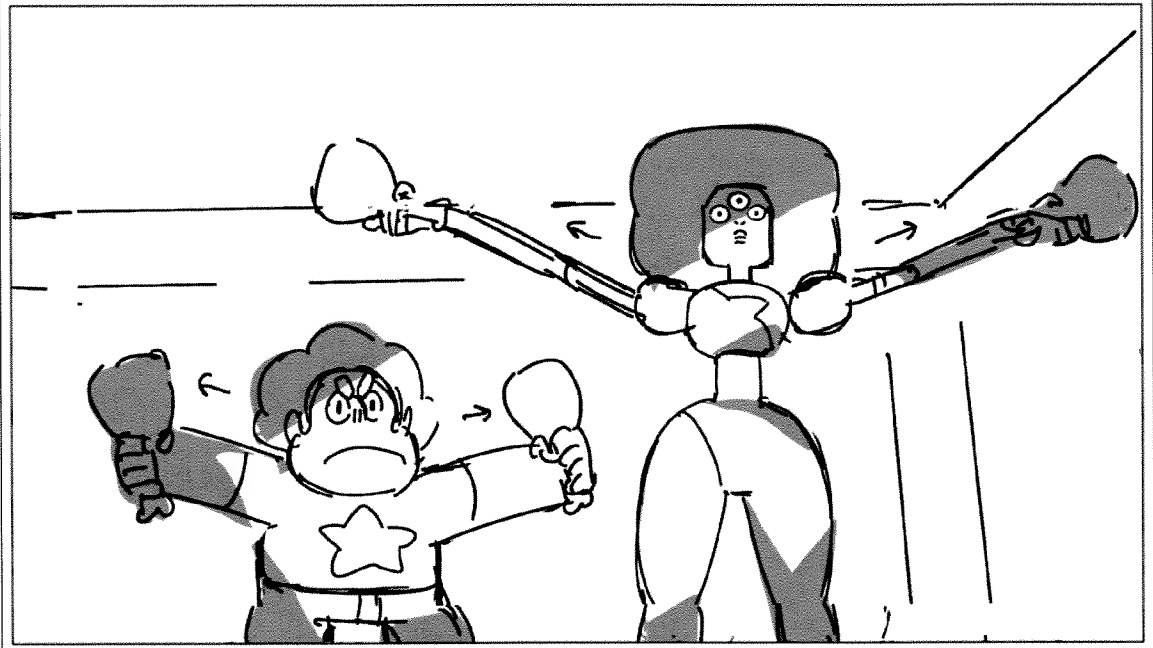
1020-009

Scene 187 Panel 9



Slugging
0.05

Scene 187 Panel 10



Slugging
0.07

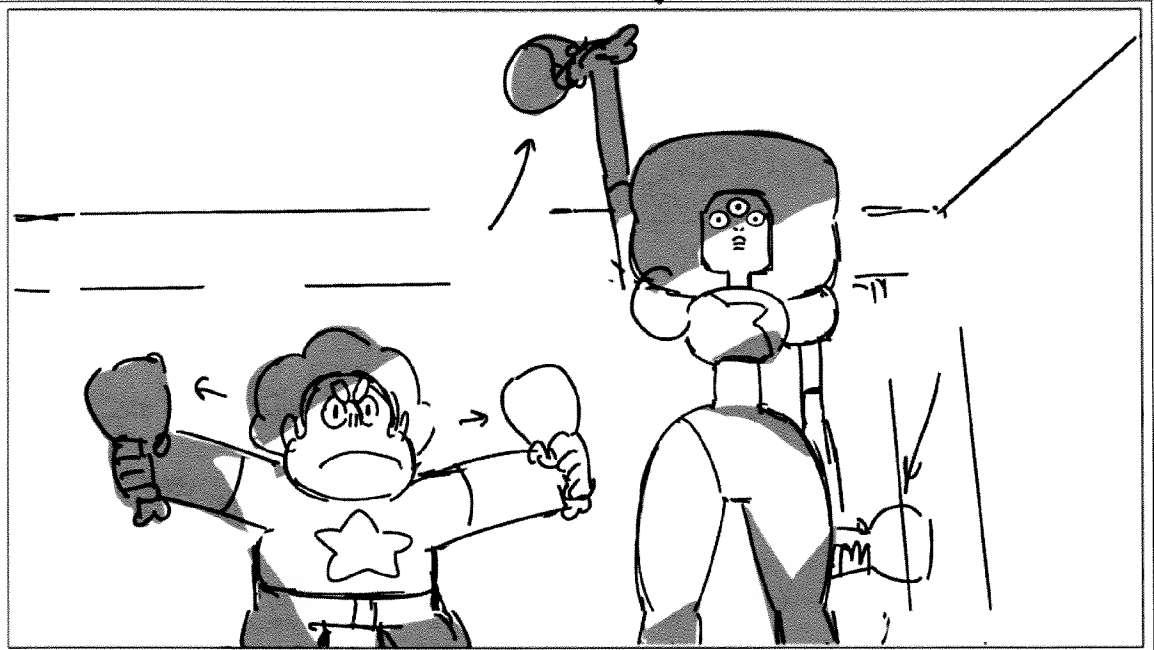
JUN 17 2013

1020-009

1020-009

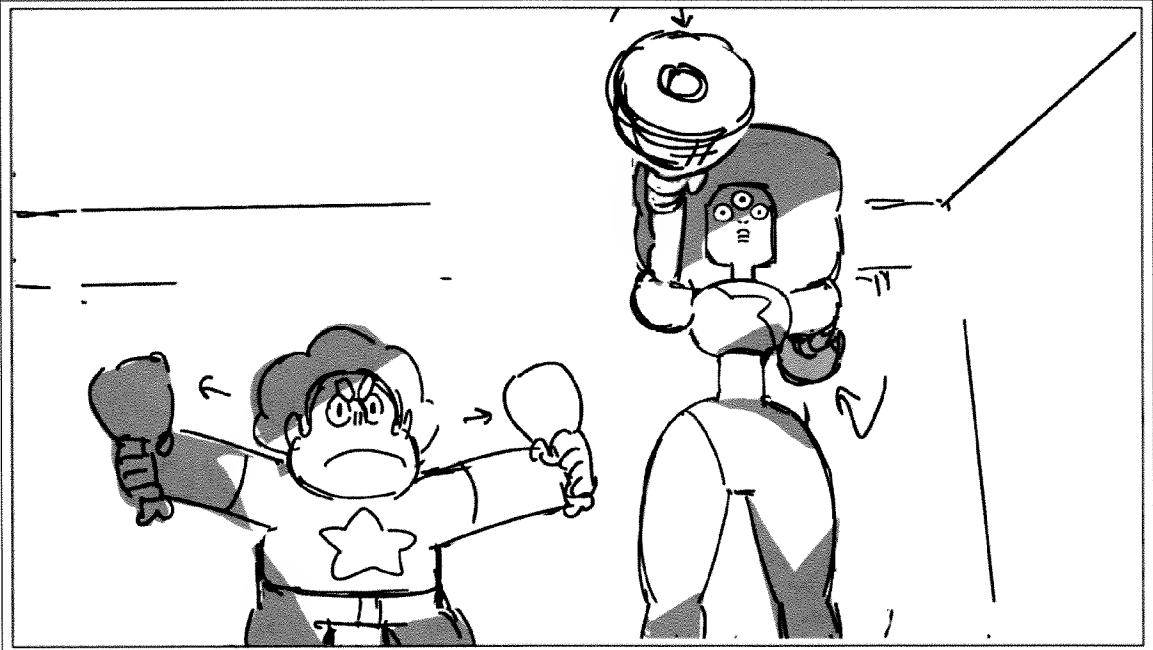
1020-009

Scene 187 **cont** Panel 11



Slugging
0.04

Scene 187 **cont** Panel 12



Slugging
0.06

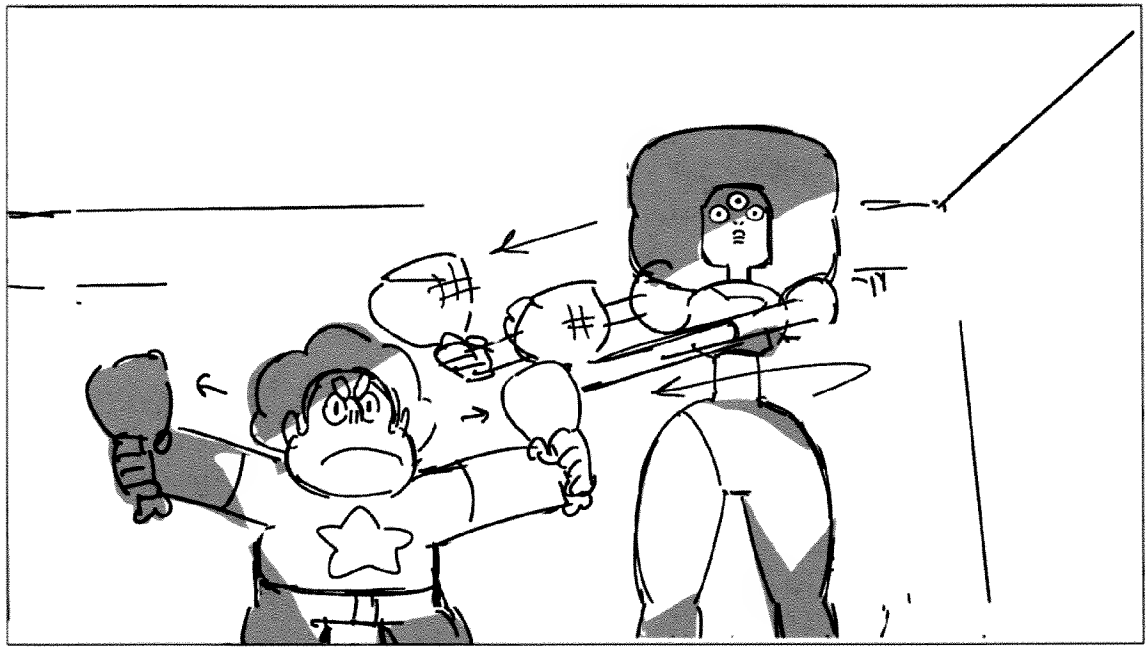
JUN 17 2013

1020.009

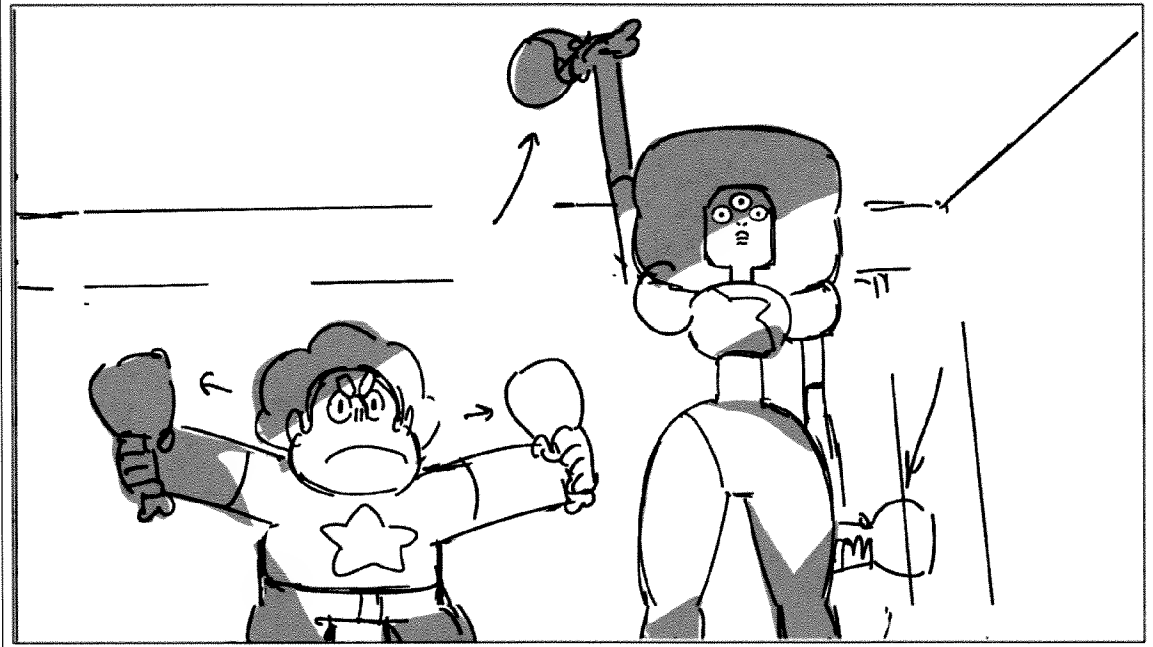
1020.009

1020.009

Scene 187 Panel 13



Scene 187 Panel 14



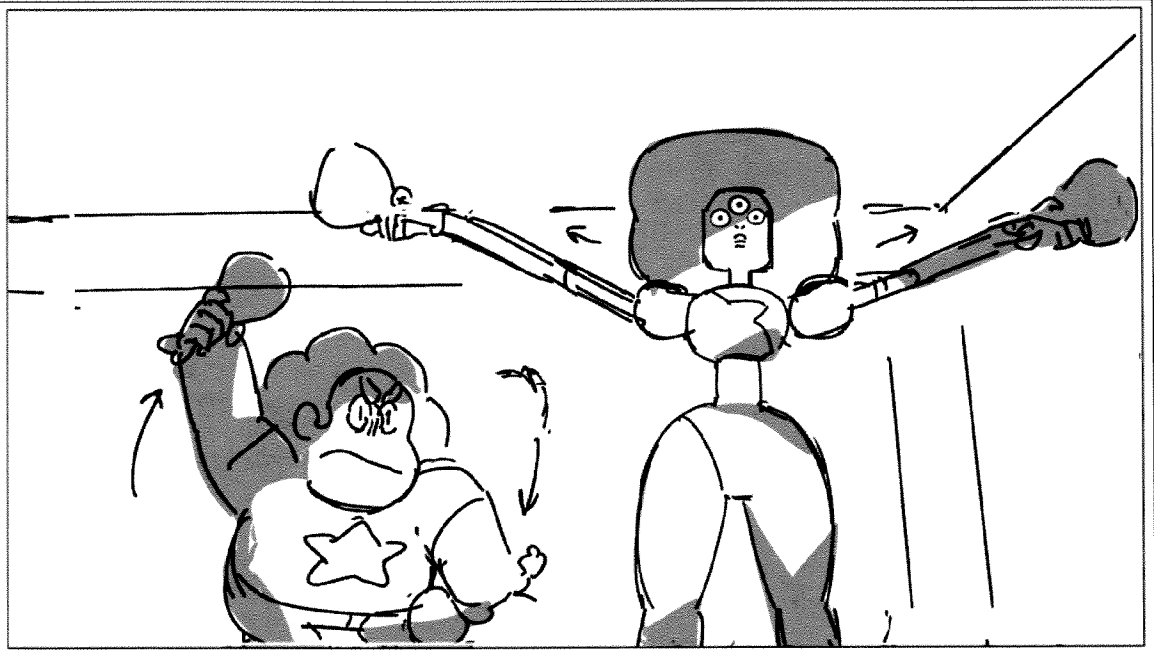
JUN 17 2013

1020.009

1020.009

1020.009

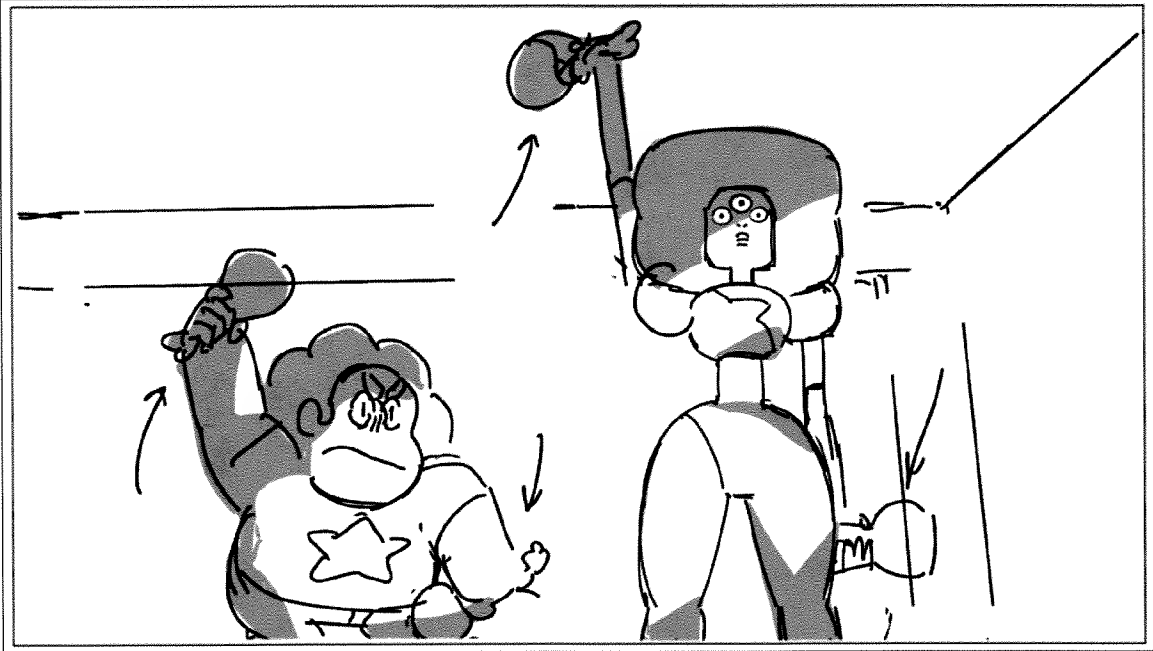
Scene 187 Panel 15



Slugging
Panels 15 to 19 = 0.09

0.07

Scene 187 Panel 16



Dialog
GAME: TENDERIZE!

Slugging
0.02

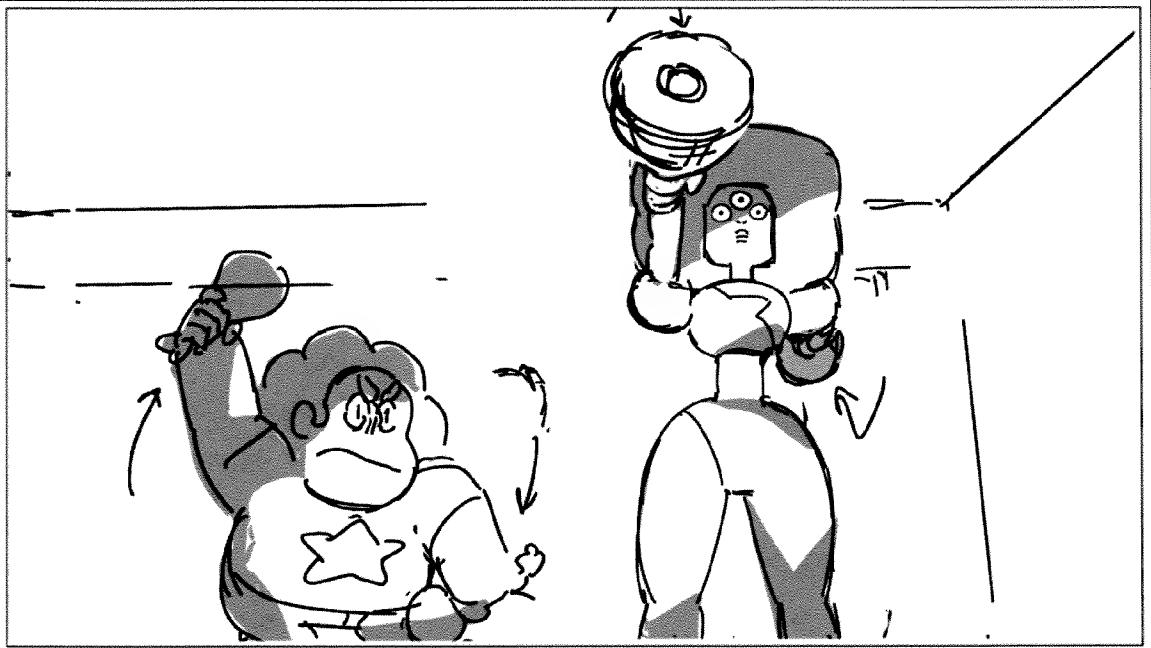
JUN 17 2013

1020.009

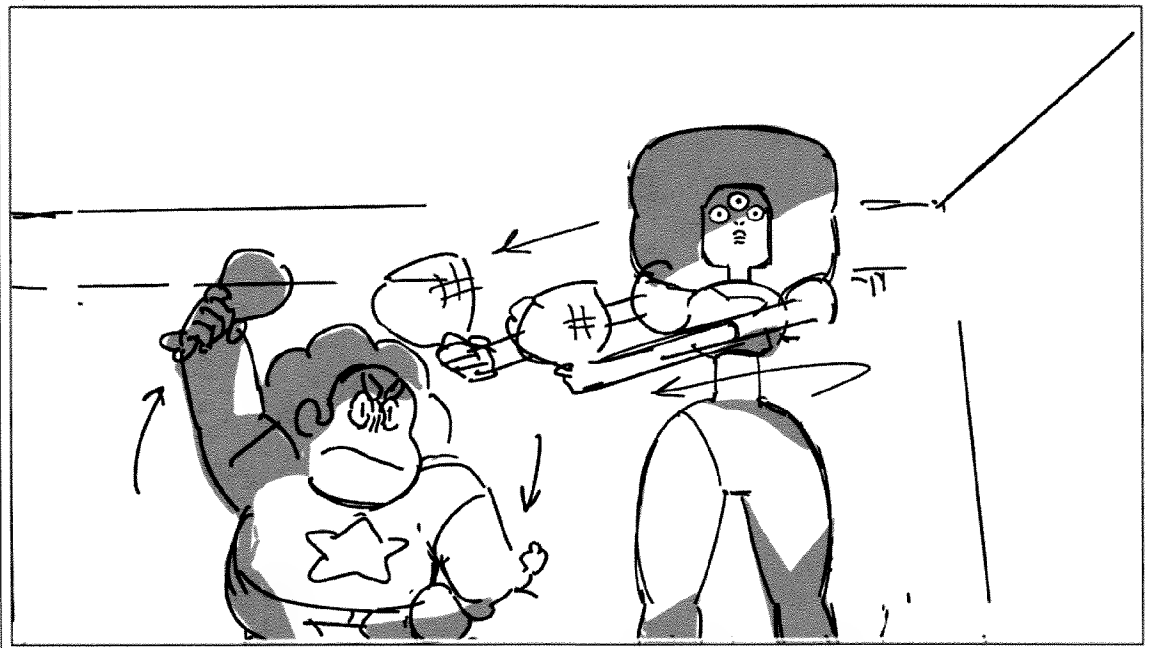
1020.009

1020.009

Scene 187 *cont* Panel 17

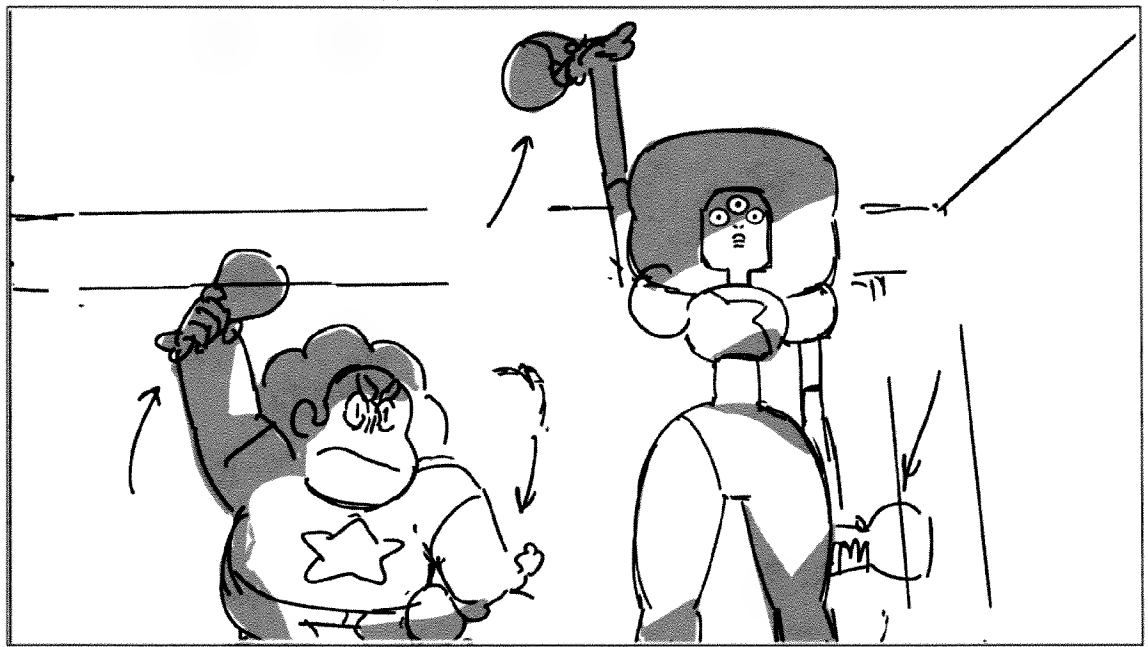


Scene 187 *cont* Panel 18

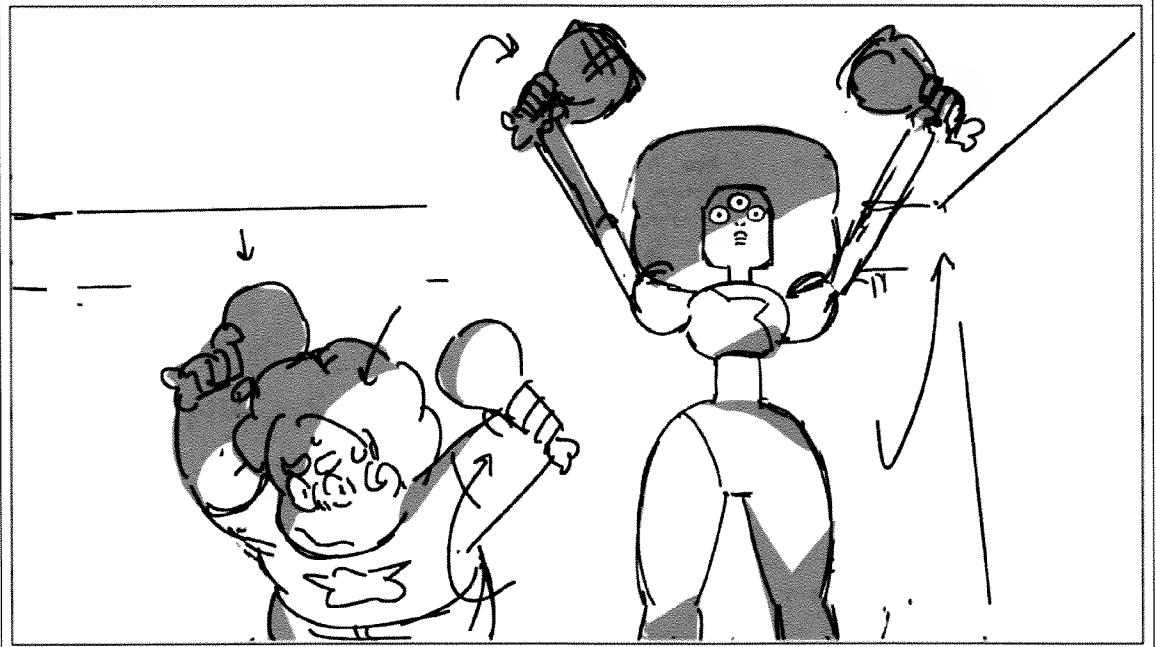


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Scene
 Panel
 187
 cont
 19



Scene
 Panel
 187
 cont
 20



Slugging
 Panels 20 to 23 = 0.15

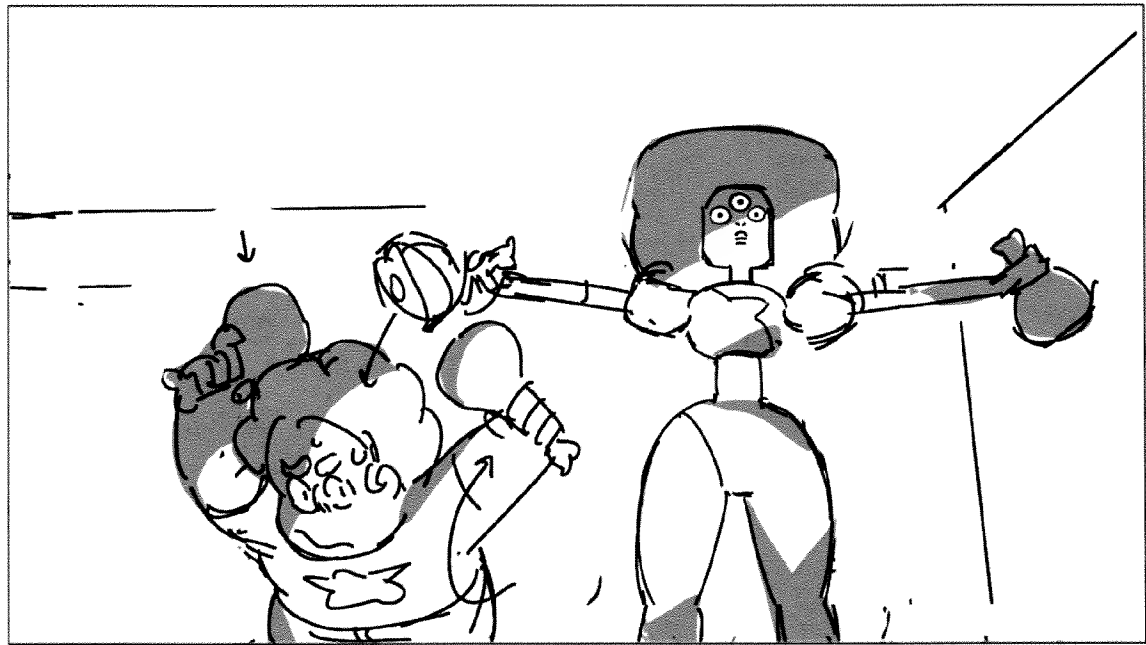
JUN 17 2013

1020.009

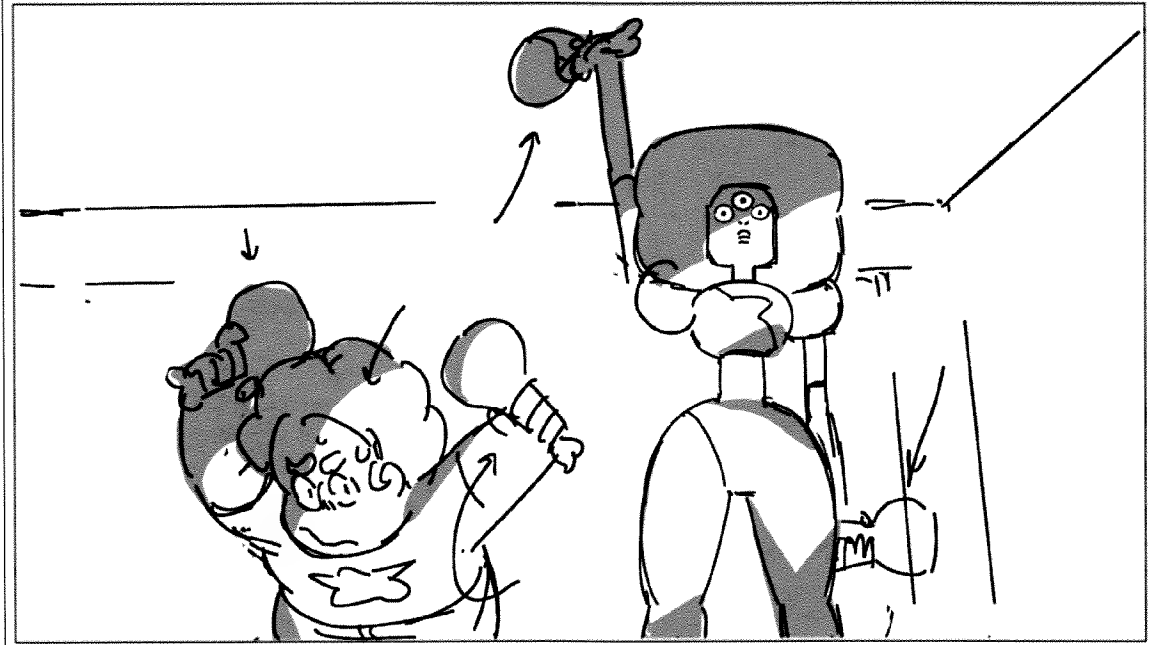
1020.009

1020.009

Scene 187 *CONT* Panel 21



Scene 187 *CONT* Panel 22



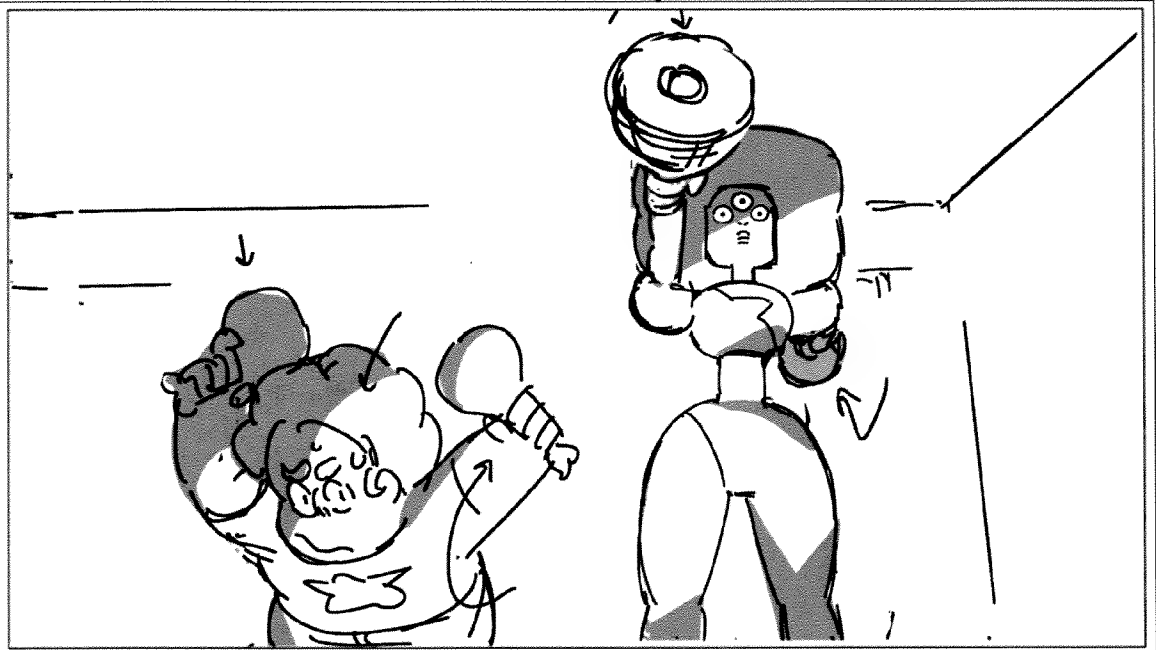
JUN 17 2013

1020-009

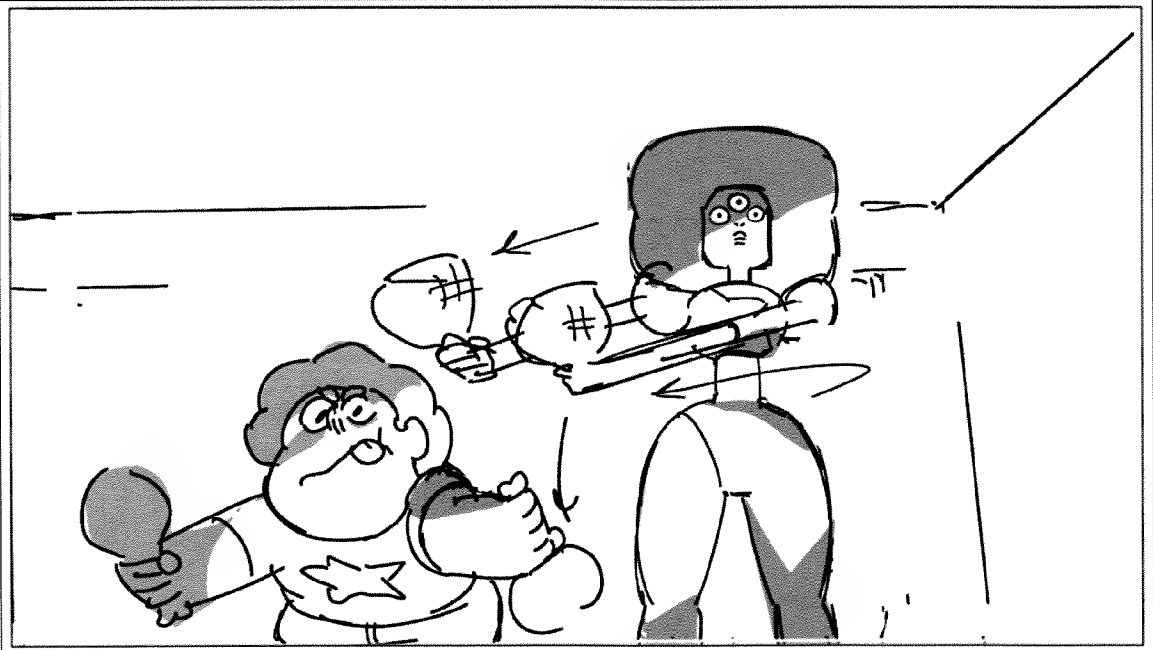
1020-009

1020-009

Scene 187 Panel 23
CONT



Scene 187 Panel 24
CONT



Slugging
Panels 24 to 26 = 1.00

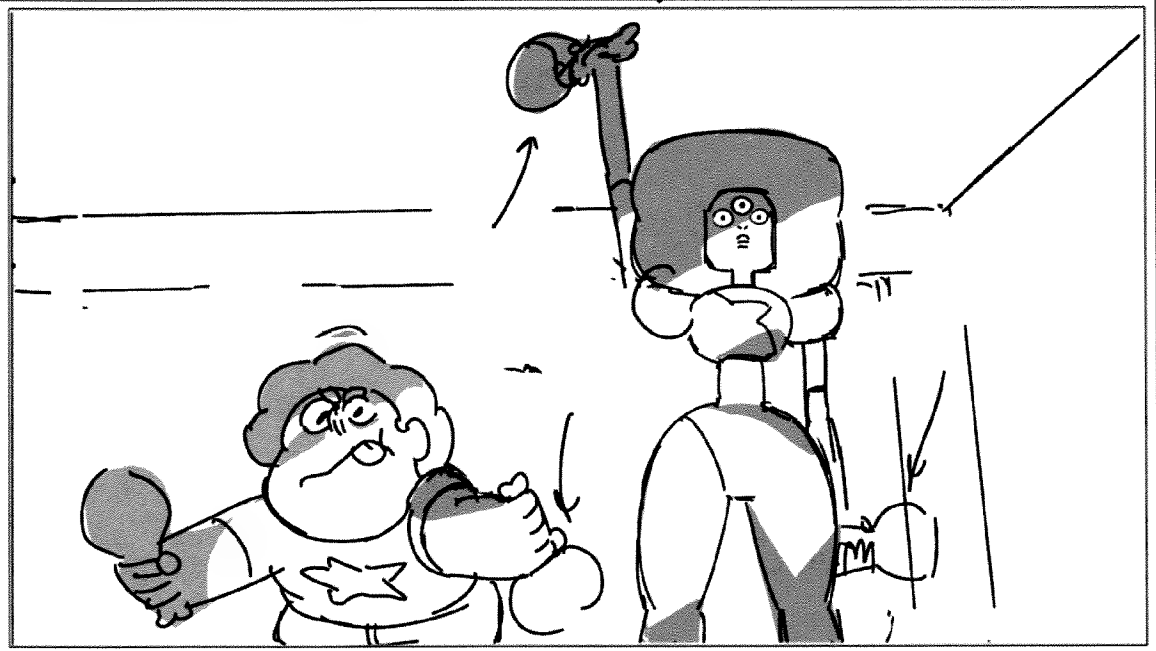
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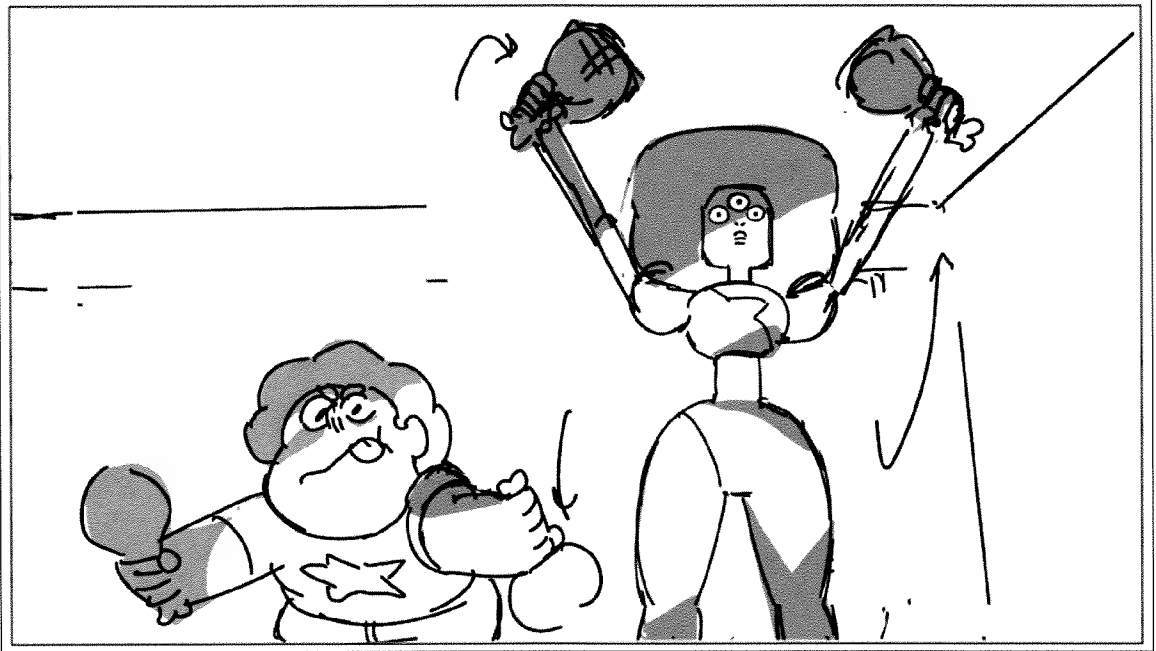
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Scene 187 Panel 25



Scene 187 Panel 26



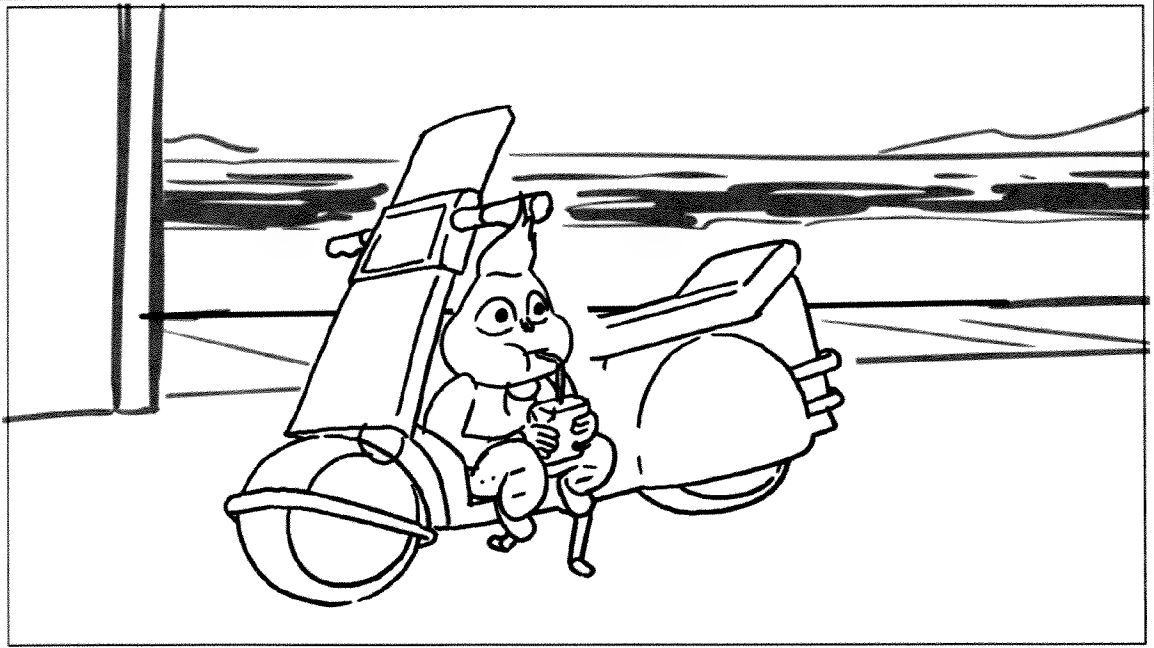
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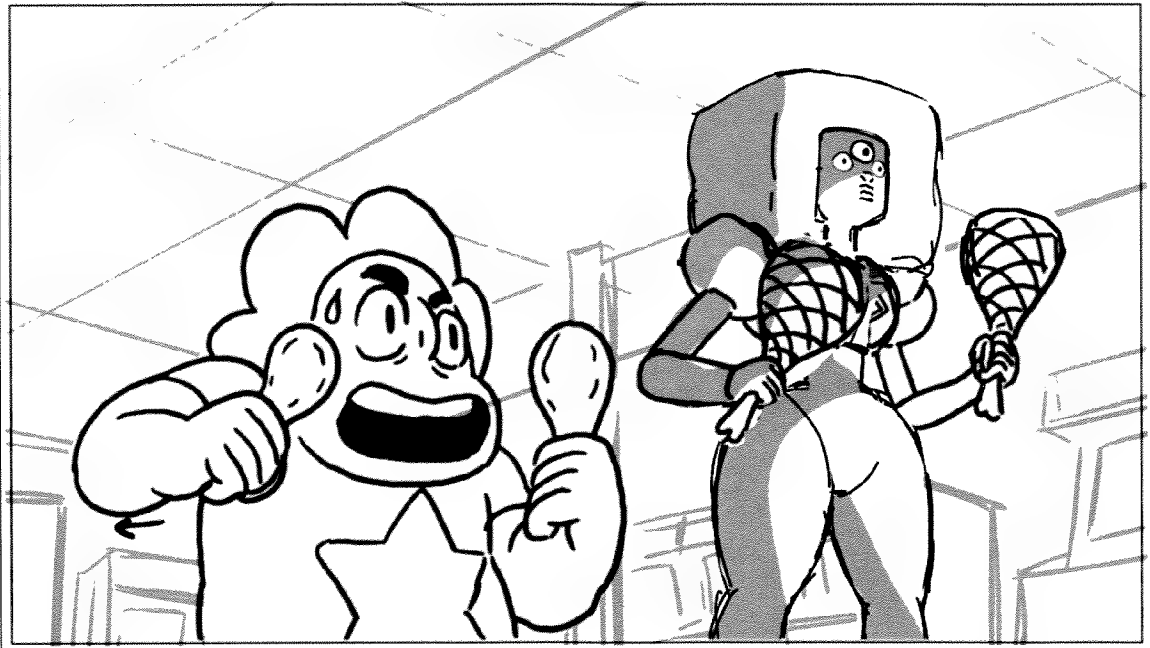
1020-009

Scene	Panel
188	1



Slugging
2.00

Scene	Panel
189	1



Slugging
Panels 1 to 3 = 0.08

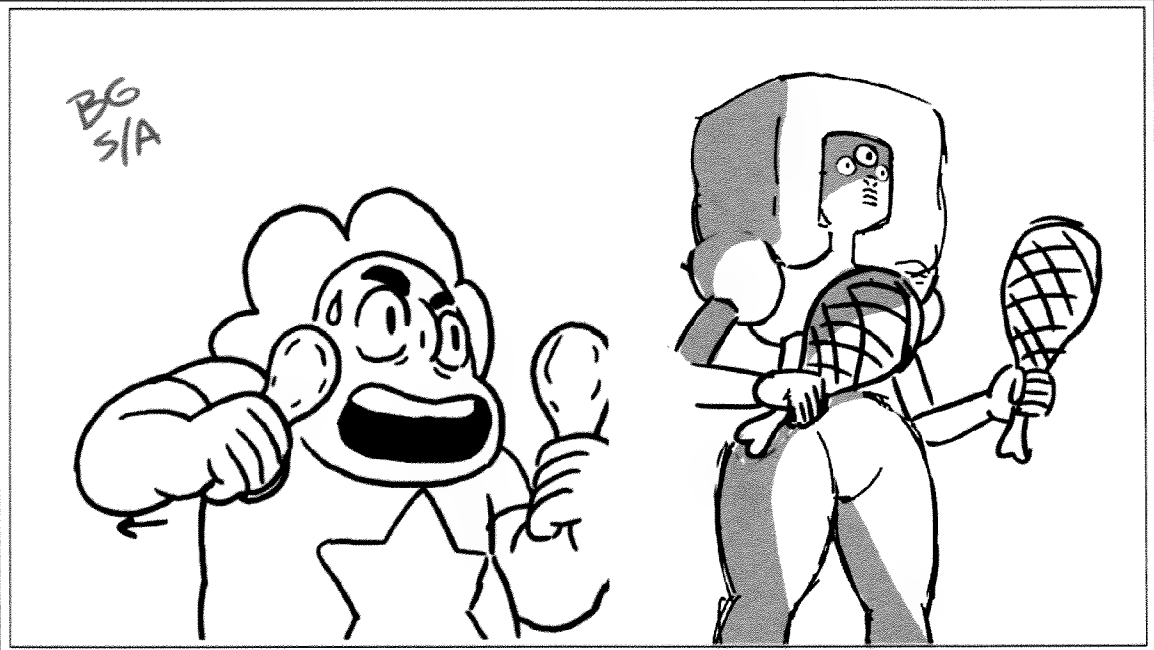
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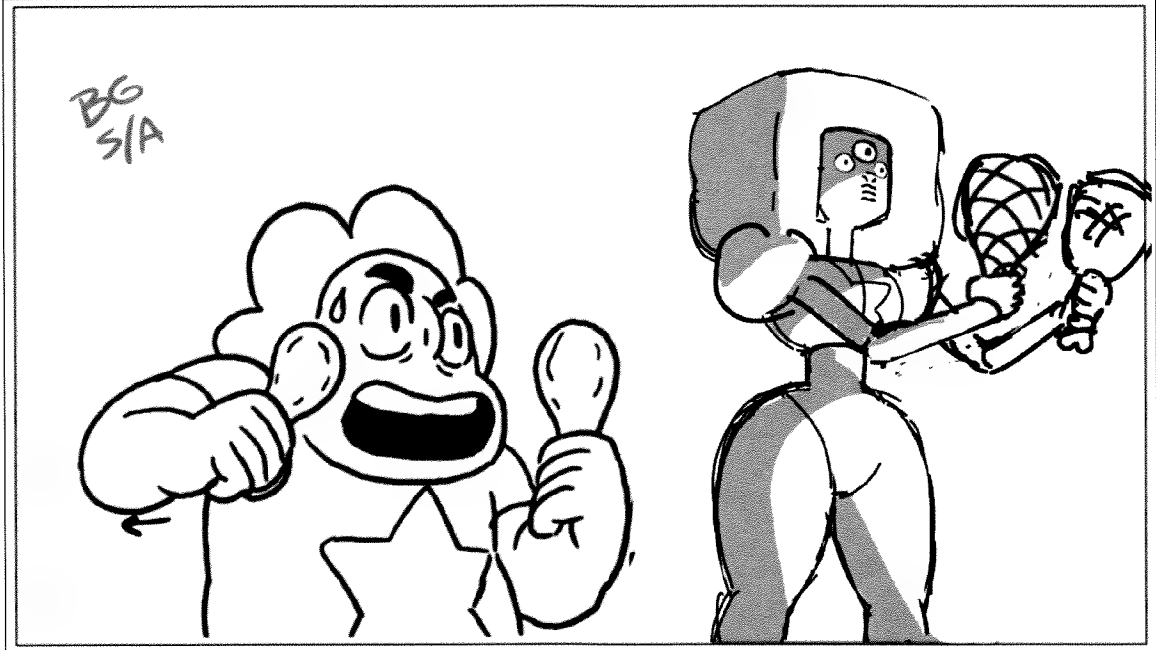
1020-009

1020-009

Scene 189 Panel 2
CONT



Scene 189 Panel 3
CONT

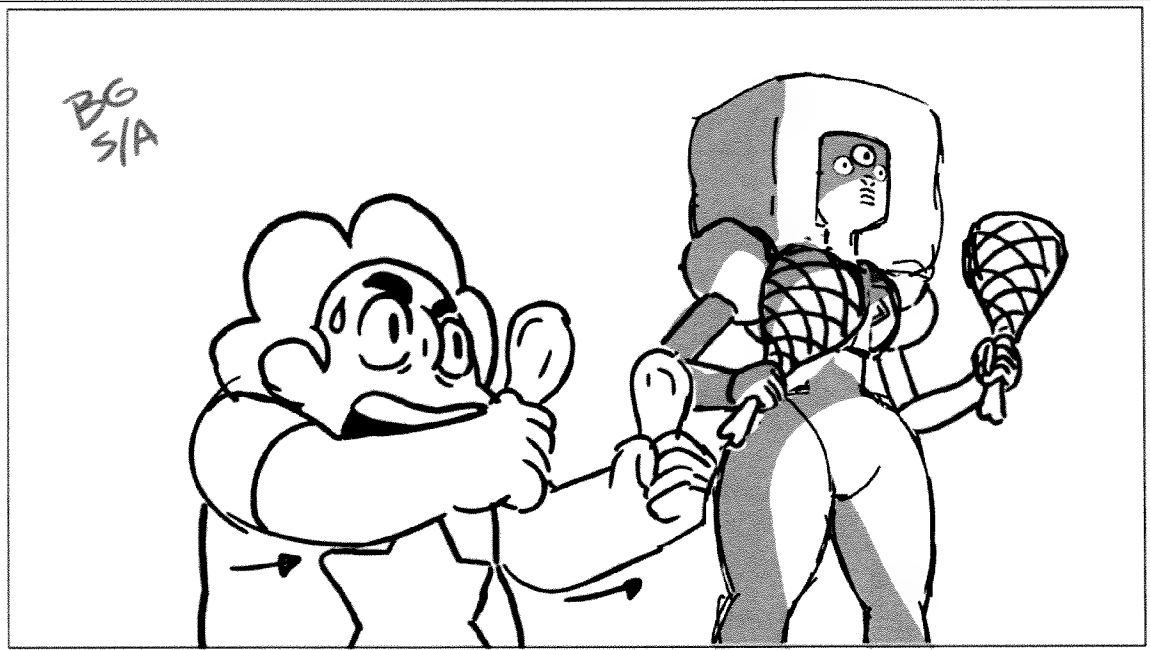


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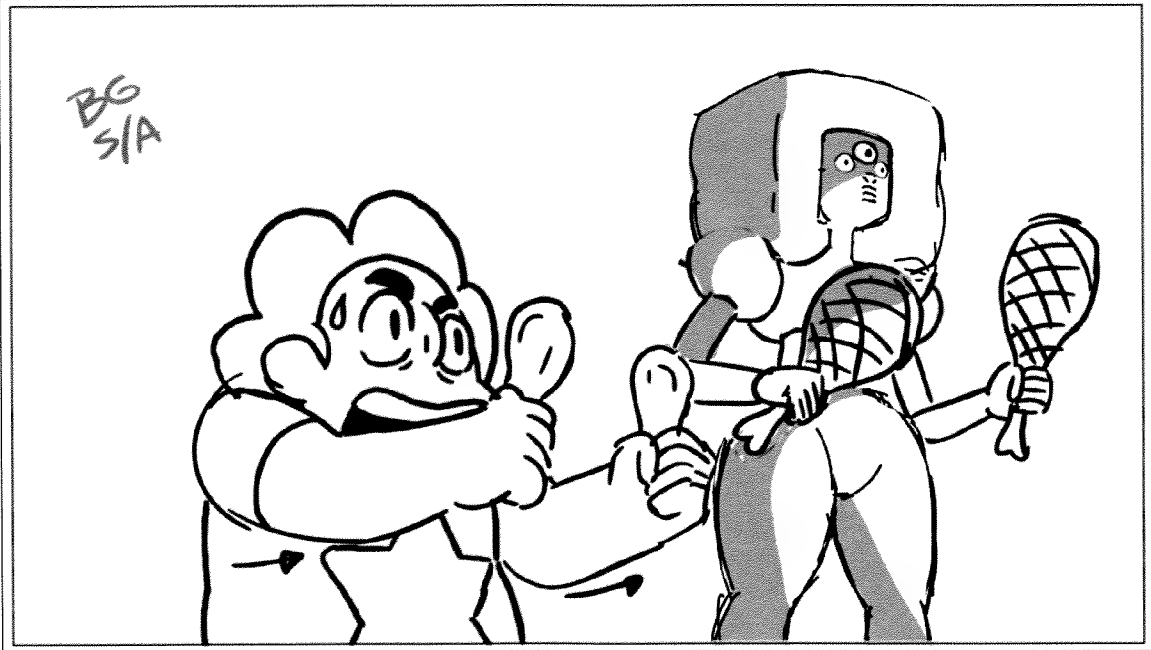
1020-009

Scene 189 Panel 4
CONT



Slugging
Panels 4 to 6 = 0.11

Scene 189 Panel 5
CONT



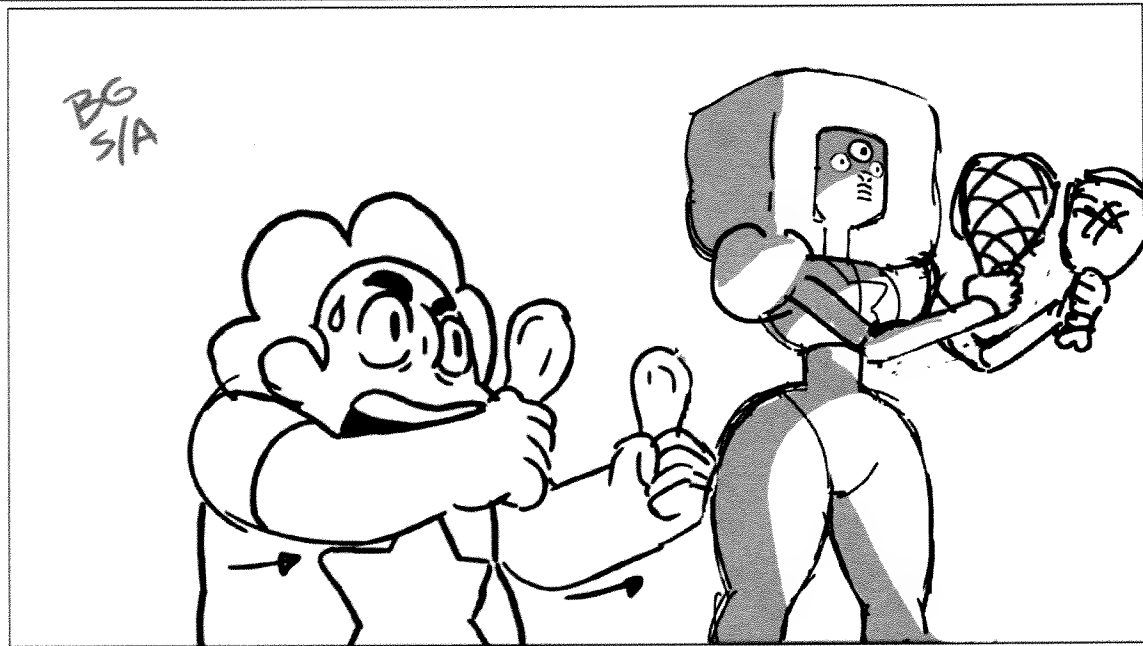
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1020.009

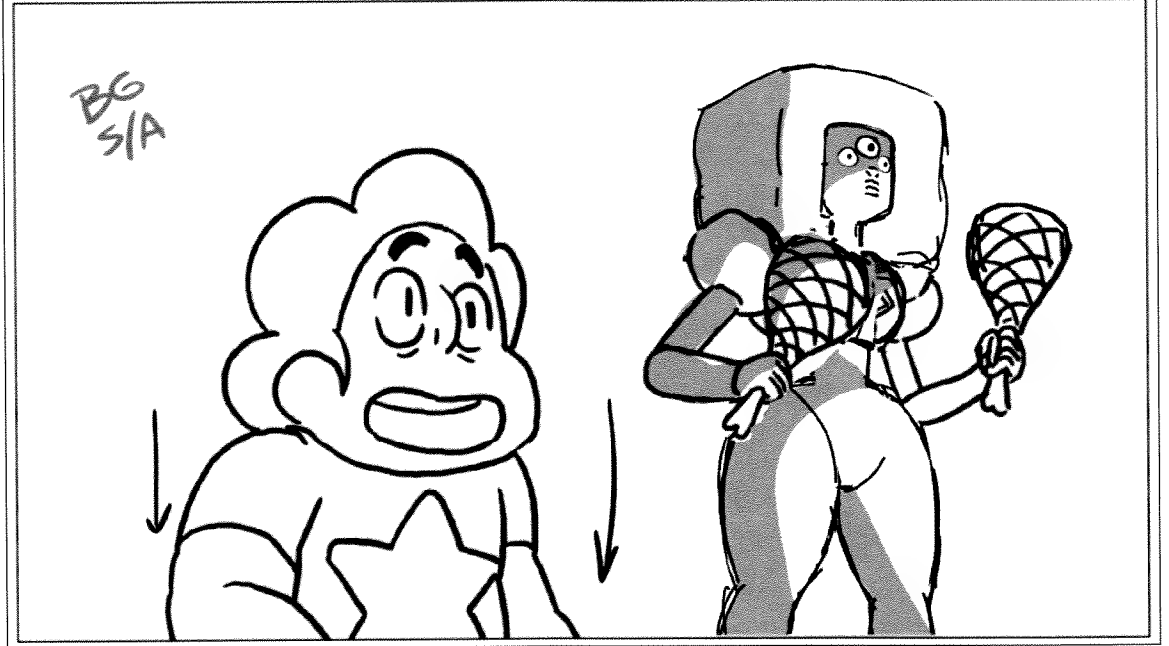
1020.009

1020.009

Scene	Panel
189	<i>cont</i> 6



Scene	Panel
189	<i>cont</i> 7



Slugging
Panels 7 to 9 = 1.01

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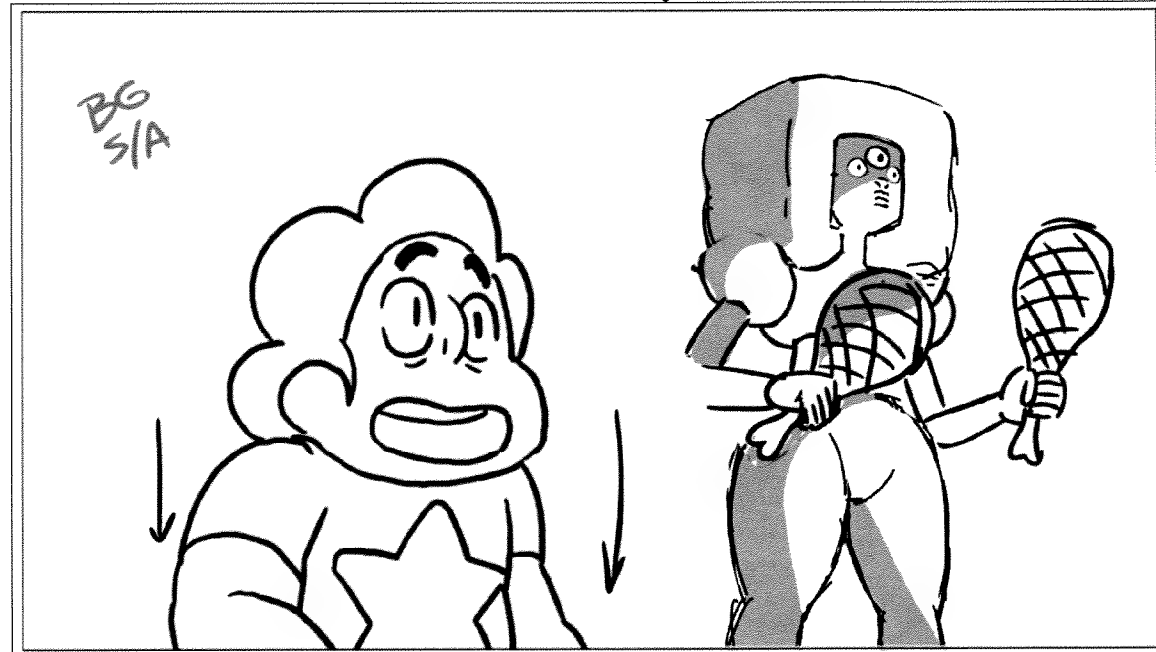
1020-009

1020-009

1020-009

Scene	Panel
189	CONT

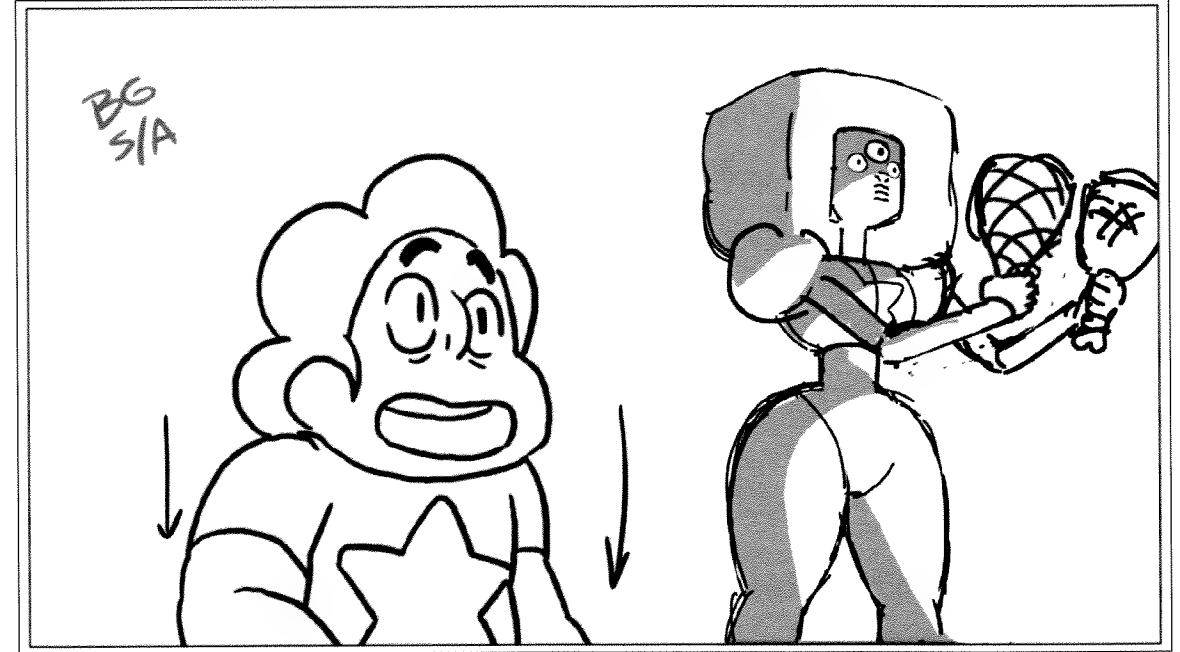
8



Dialog
STEVEN: <GASP!>

Scene	Panel
189	CONT

9



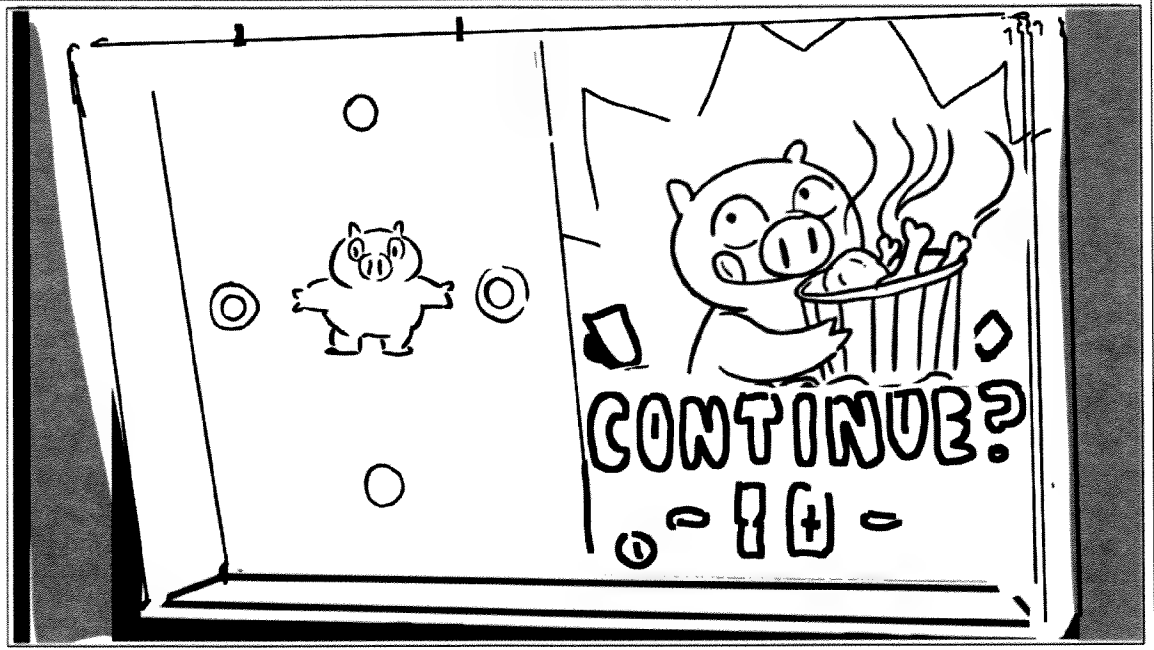
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1020.009

1020.009

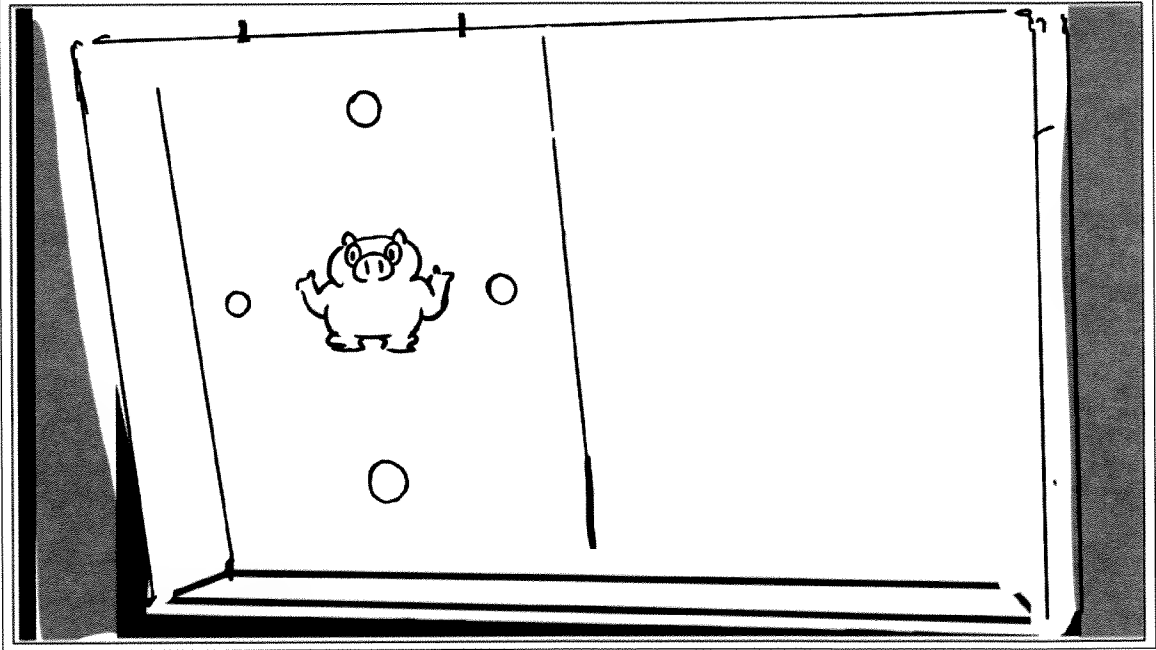
Scene	Panel
190	1



Dialog
GAME: PLAYER 1 WINS! YOU'RE TOAST PLAYER 2.

Slugging
1.08

Scene	Panel
190	2



Action Notes
Panels 3-6 should cycle randomly as the right side of the screen continues to countdown.

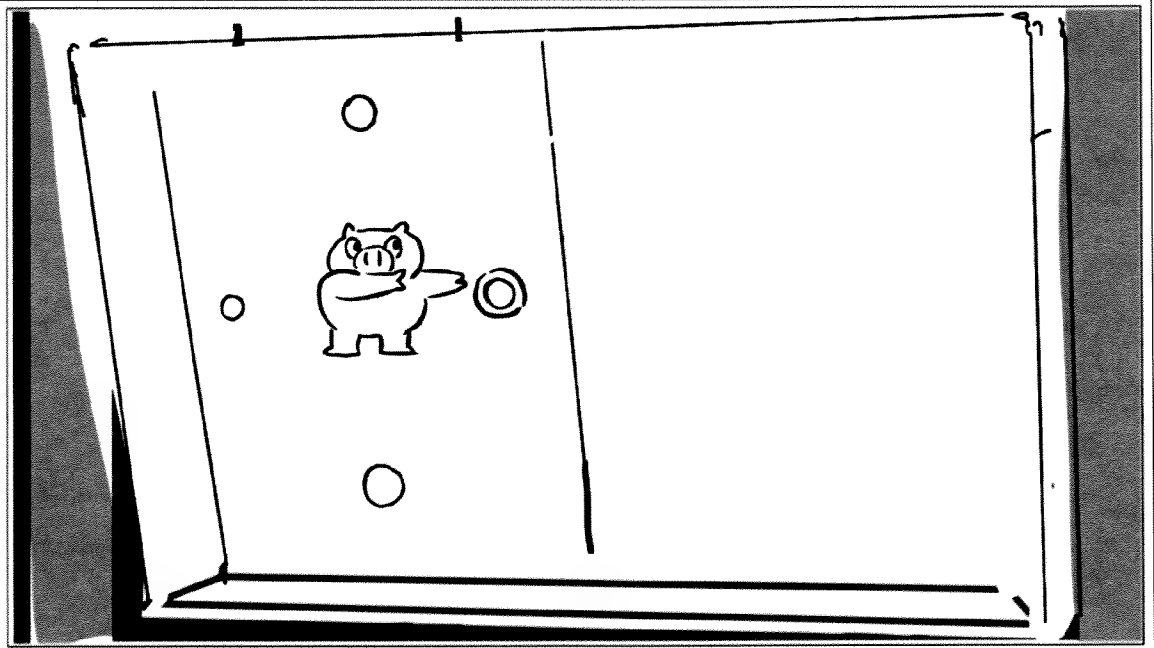
Inbetween pose

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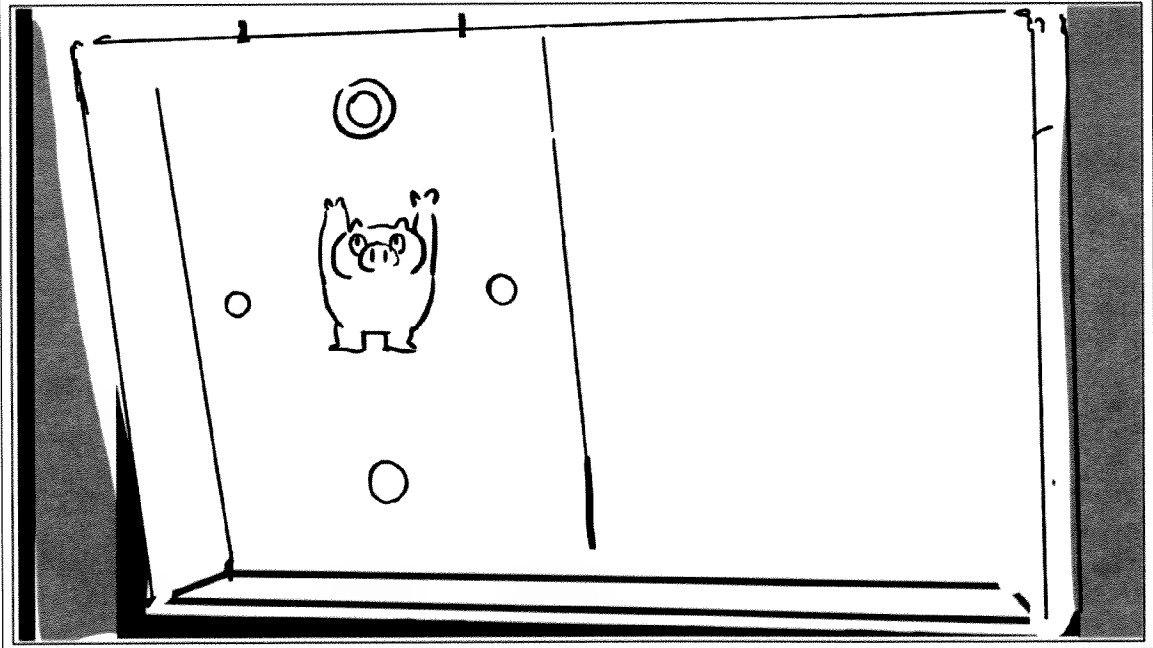
Scene 190 Panel 3



Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot

Scene 190 Panel 4

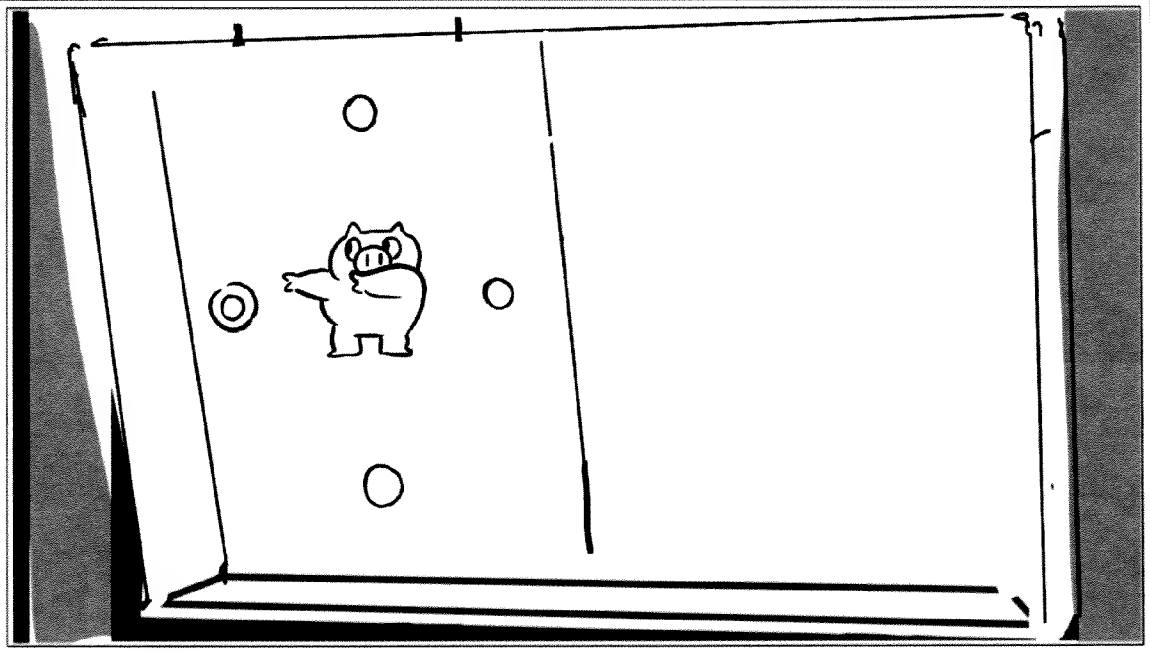


Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot

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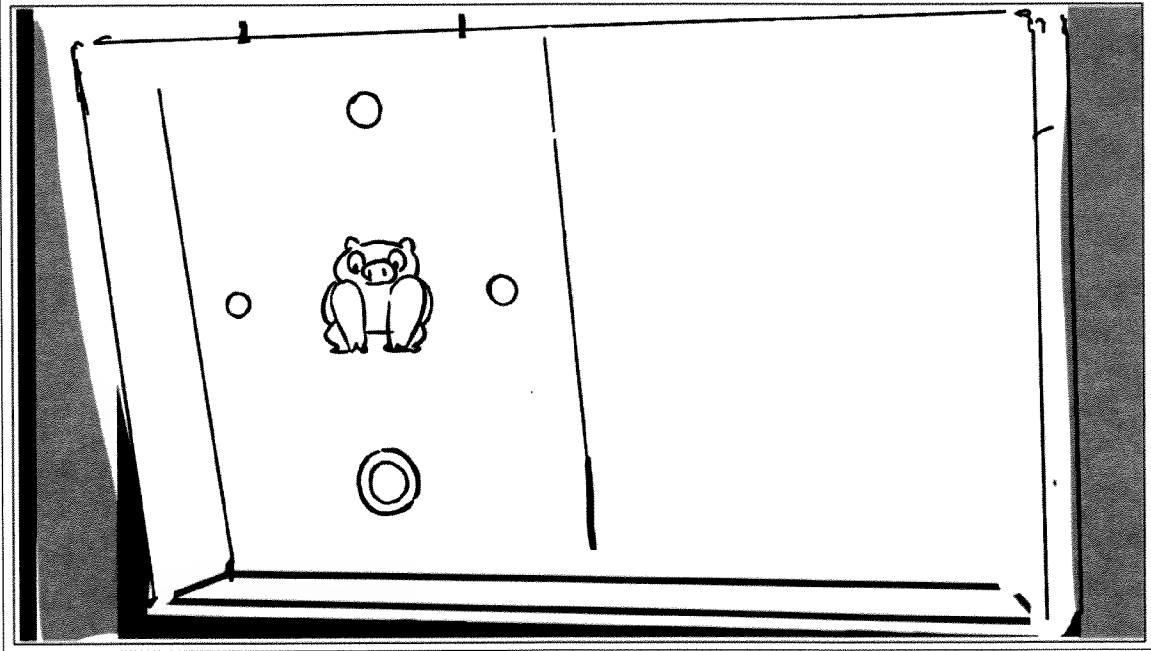
Scene 190 Panel 5



Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot

Scene 190 Panel 6



Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot
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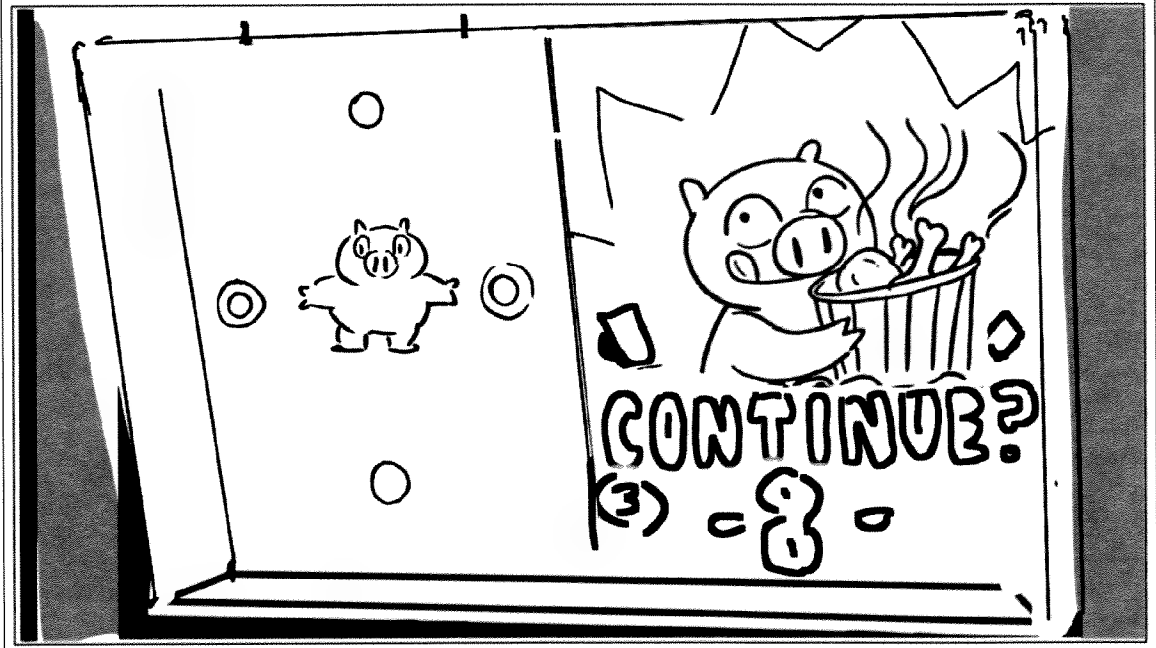
1020.009

Scene	Panel
190	cont 7



Slugging
1.08

Scene	Panel
190	cont 8



Slugging
1.08

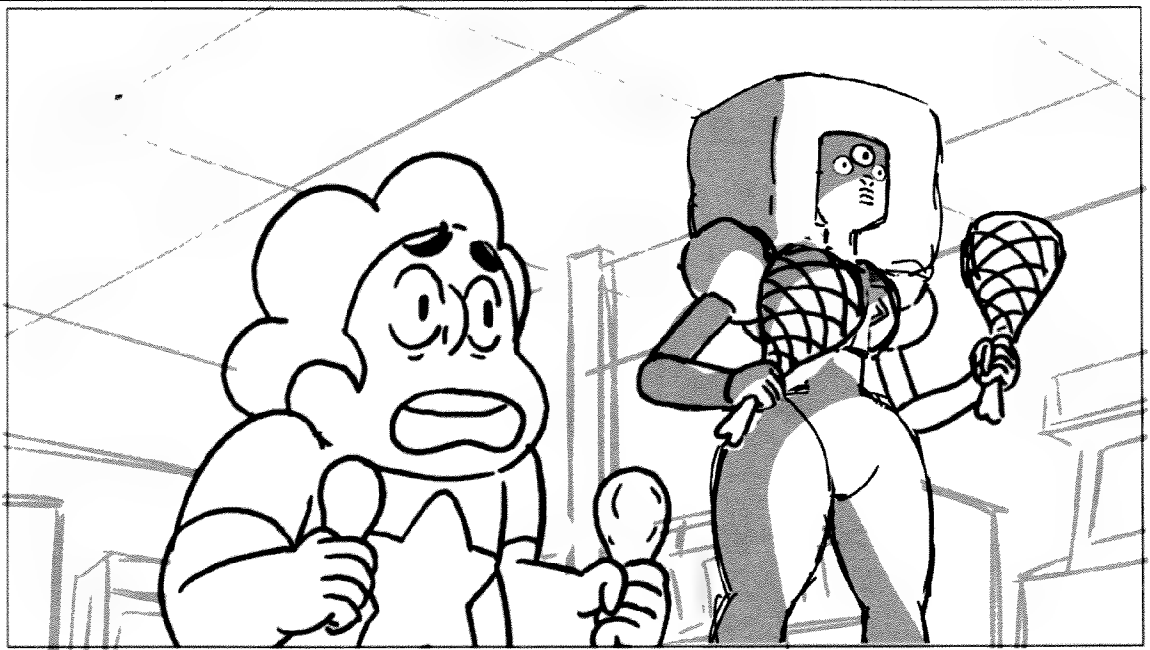
JUN 17 2013

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1020-009

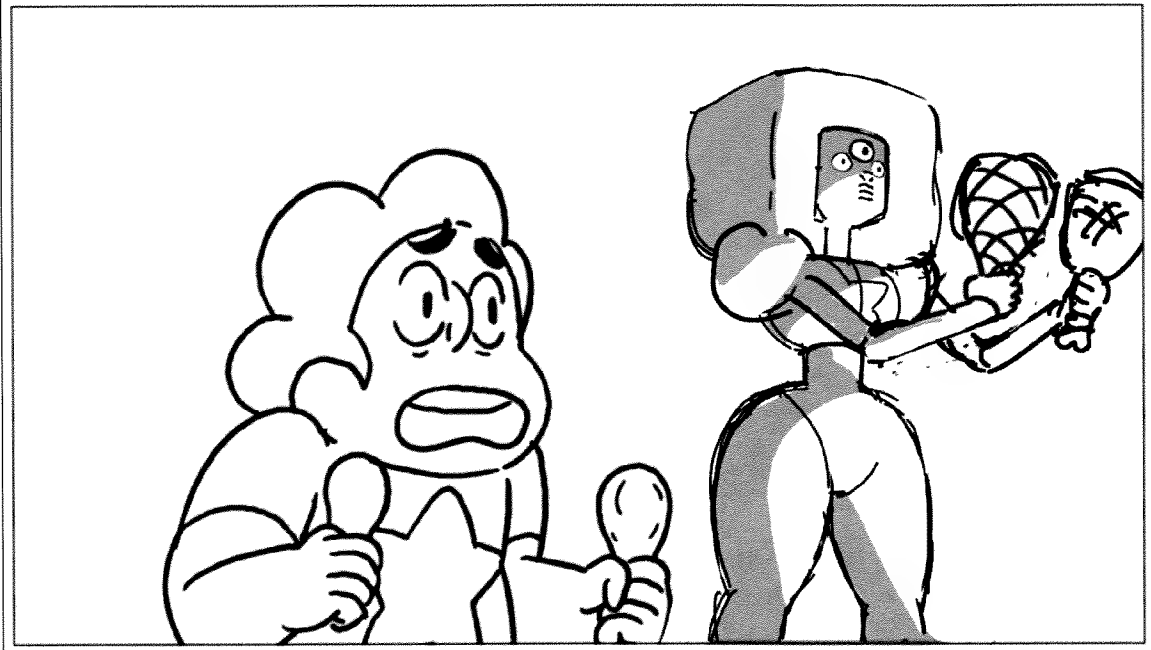
1020-009

Scene	Panel
191	1



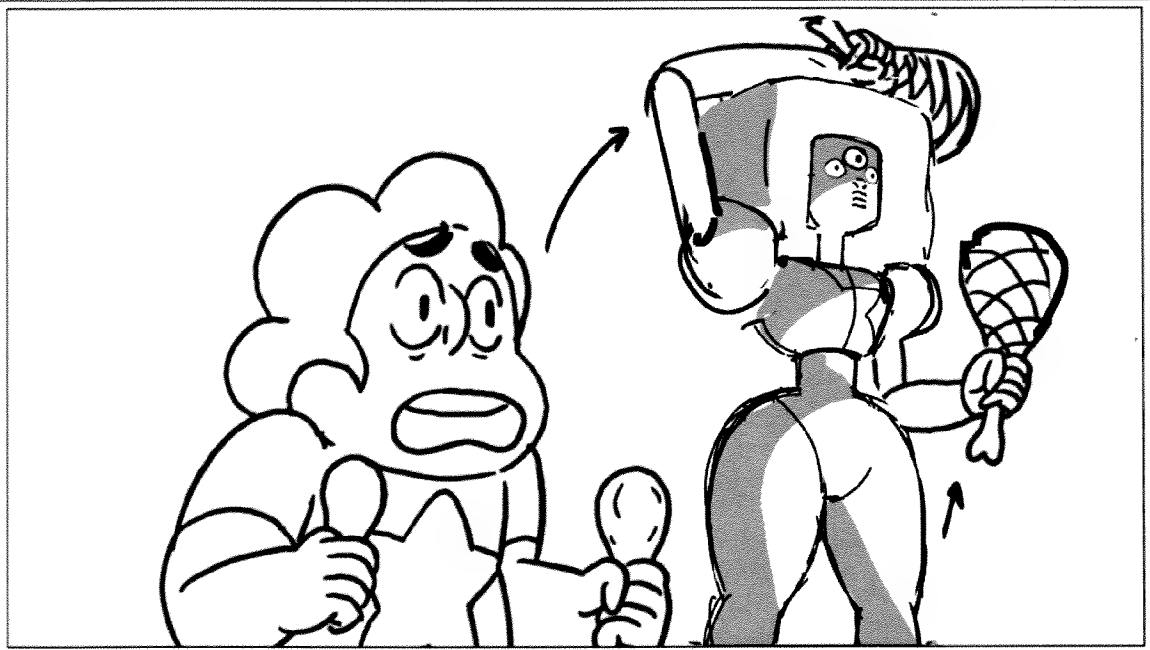
Slugging
Panels 1 to 3 = 1.06

Scene	Panel
191	2

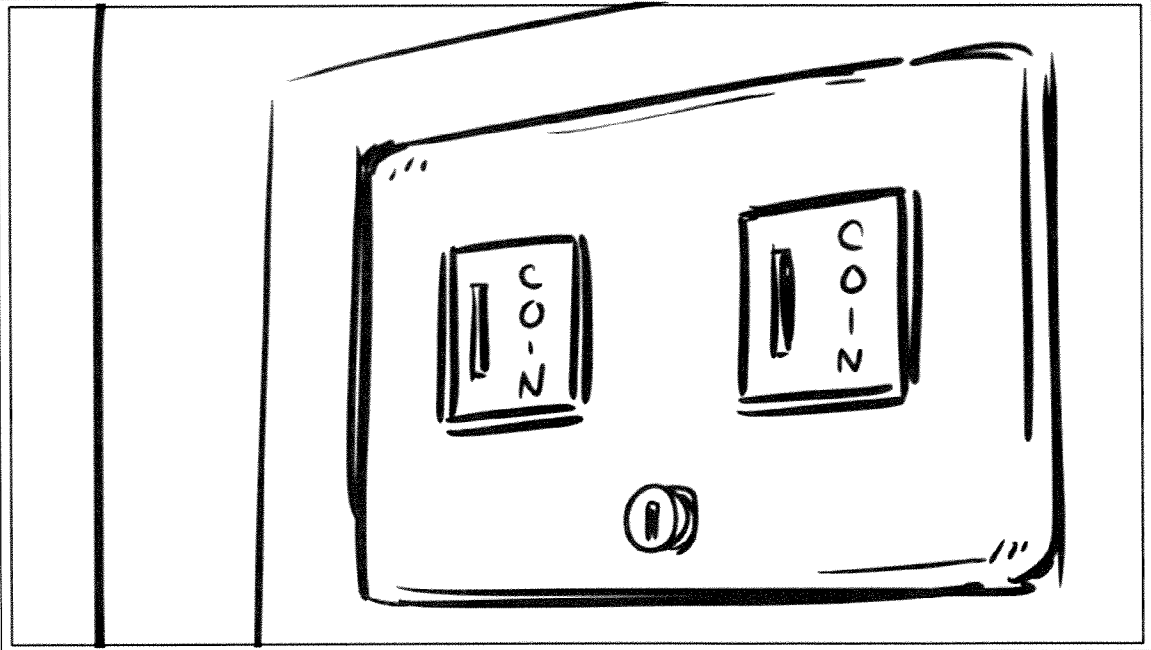


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Scene 191 Panel 3



Scene 192 Panel 1



Slugging
0.09

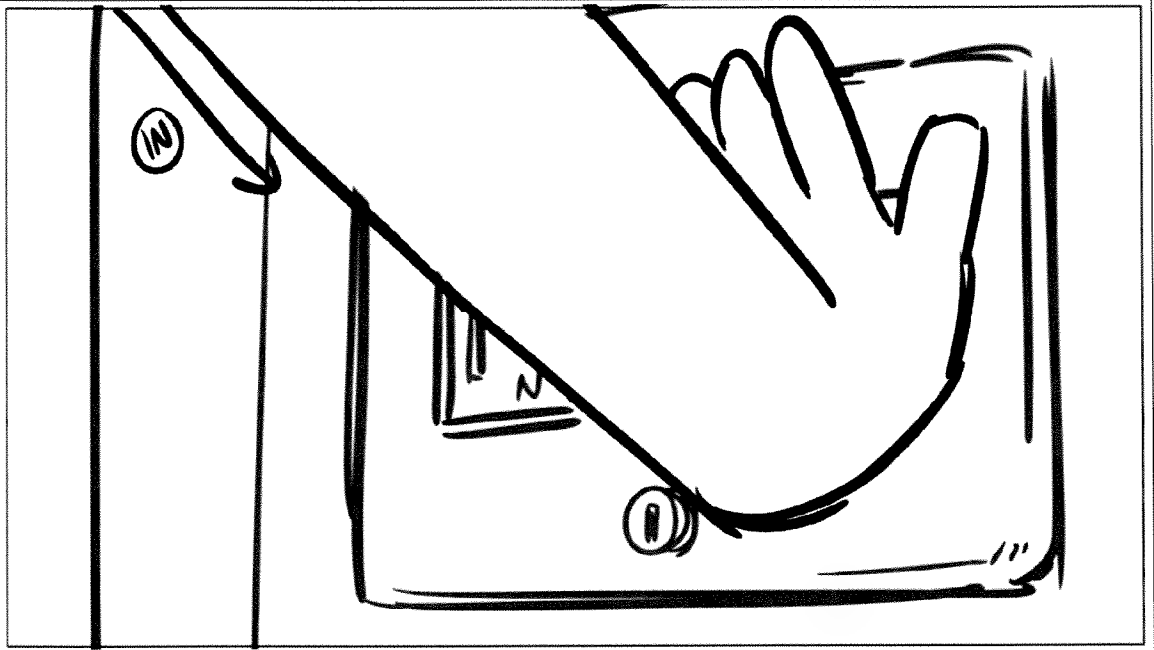
JUN 17 2013

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1020.009

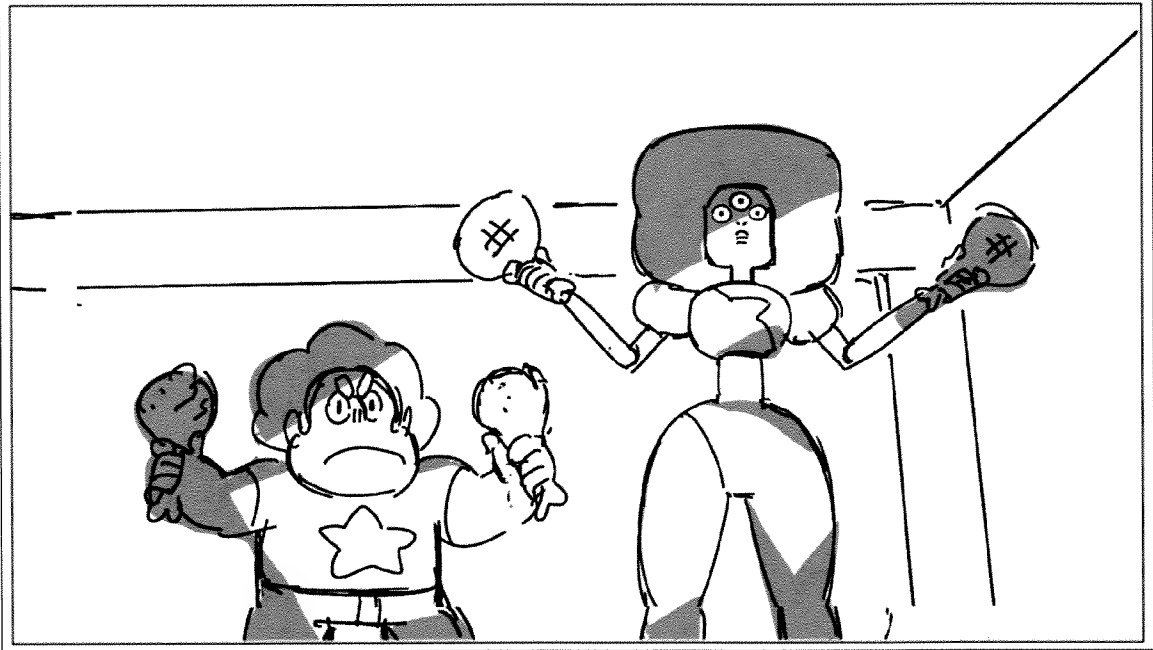
1020.009

Scene	Panel
192	2



Slugging
1.00

Scene	Panel
193	1



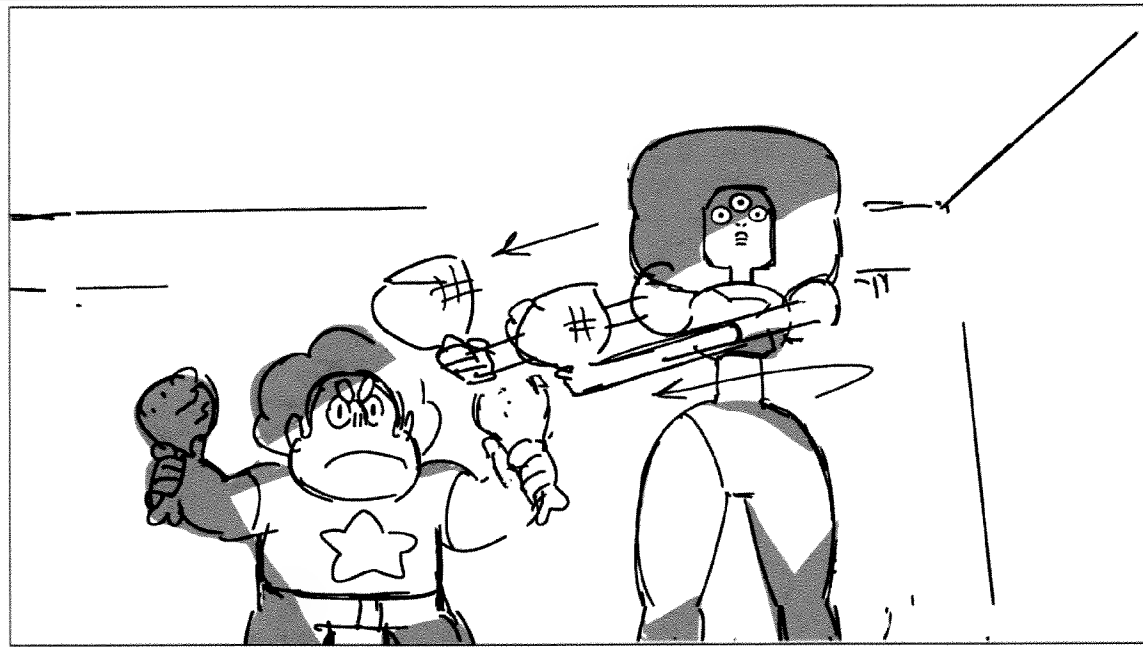
Slugging
Panels 1 to 3 = 1.06

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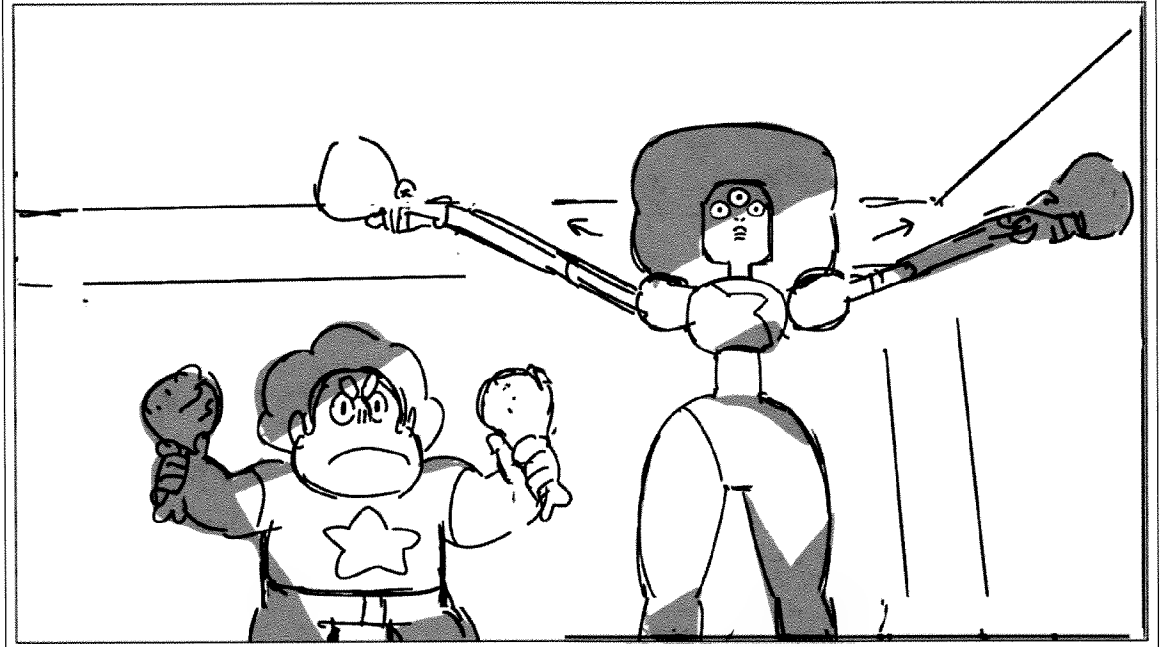
1020-009

1020-009

Scene	Panel
193	cont 2



Scene	Panel
193	cont 3



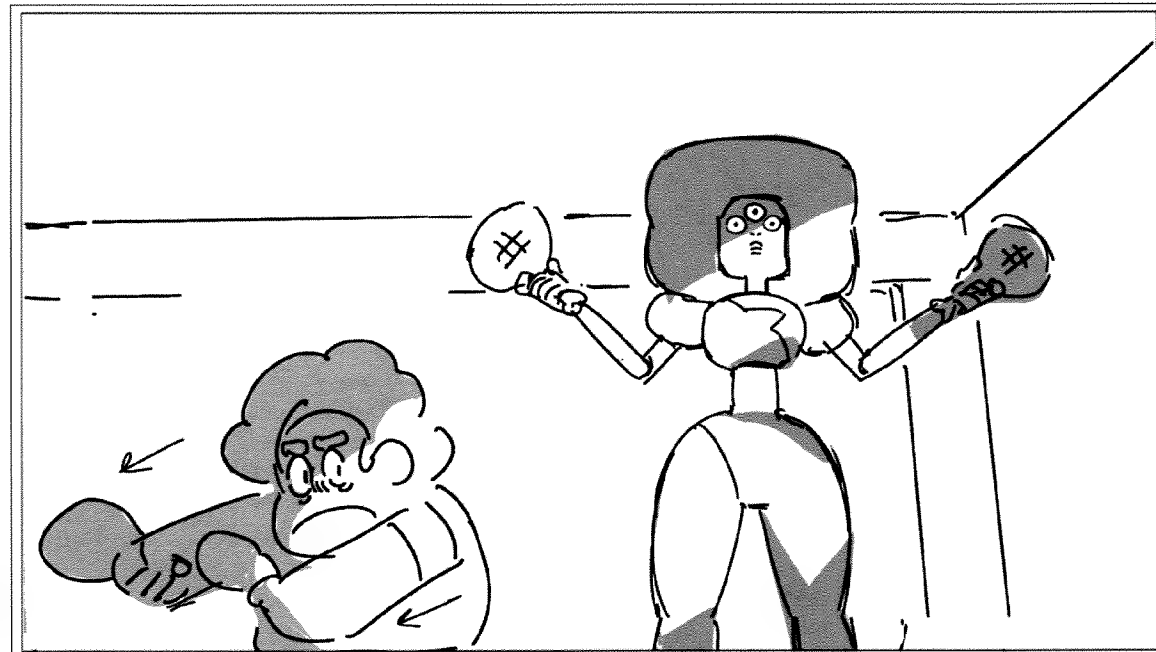
JUN 17 2013

1020-009

1020-009

1020-009

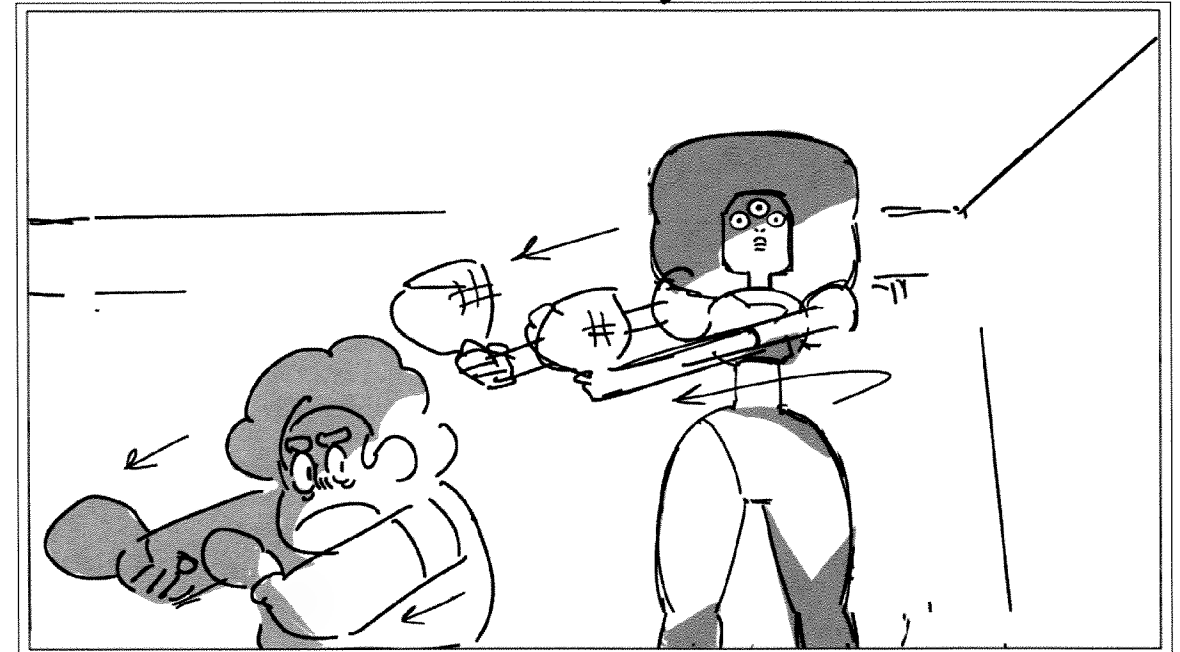
Scene	Panel
193	4



Dialog
GAME: EAT IT UP!

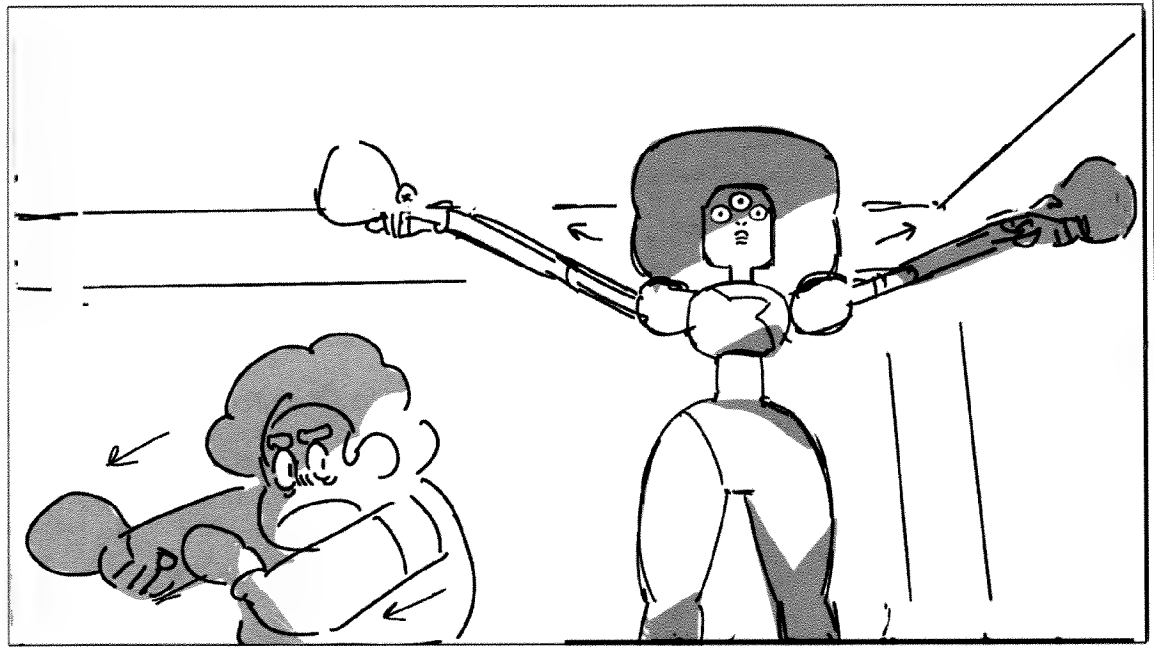
Slugging
Panels 4 to 6 = 0.12

Scene	Panel
193	5

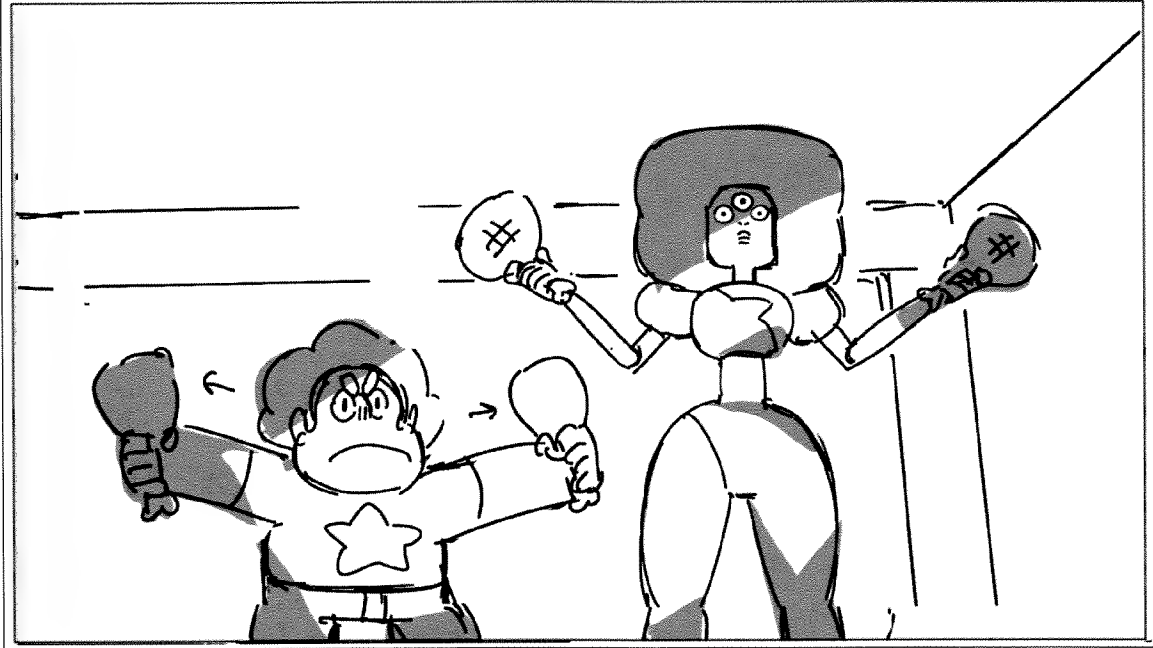


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Scene 193 Panel 6
CONT



Scene 193 Panel 7
CONT



Slugging
Panels 7 to 9 = 1.02

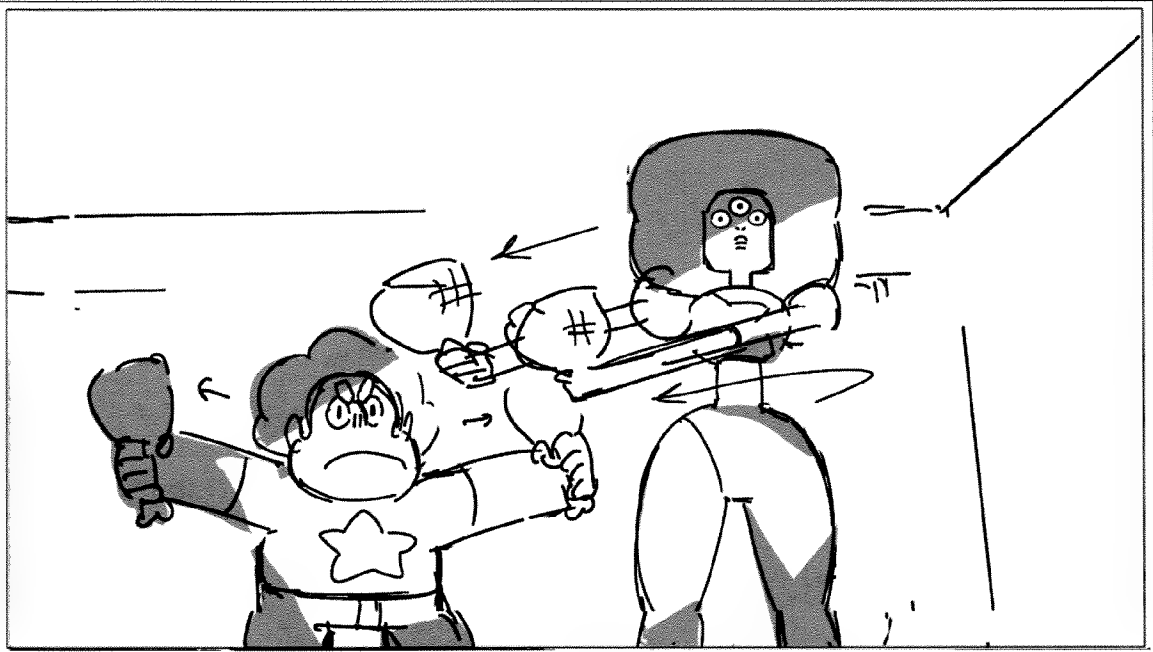
JUN 17 2013

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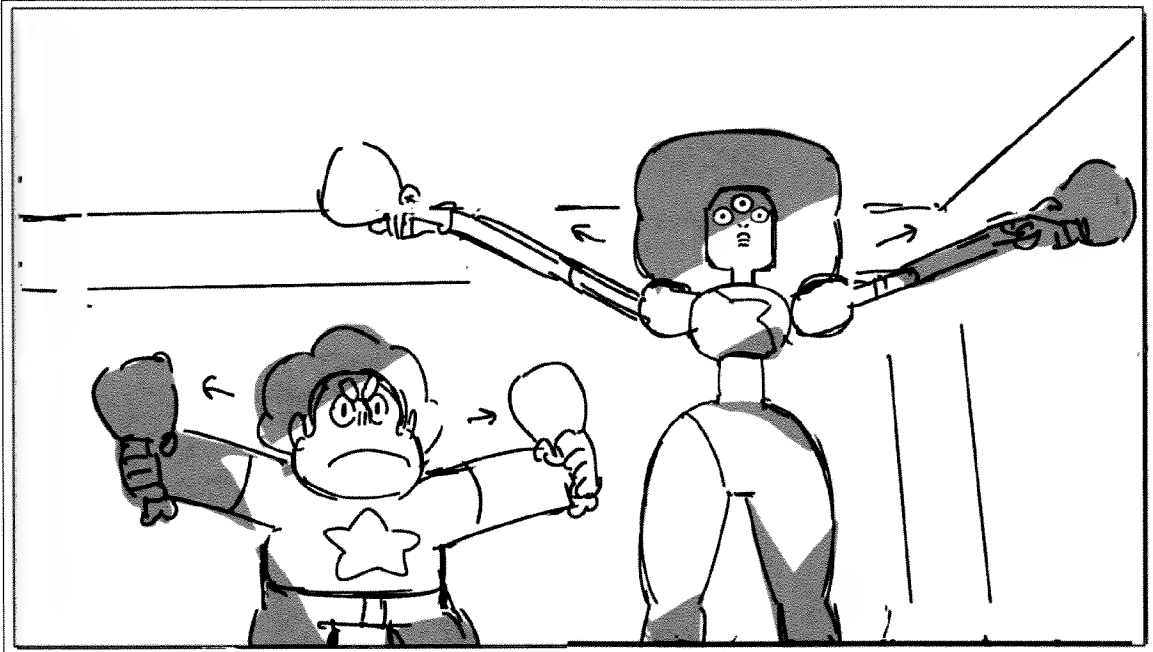
1020.009

1020.009

Scene 193 Panel 8



Scene 193 Panel 9

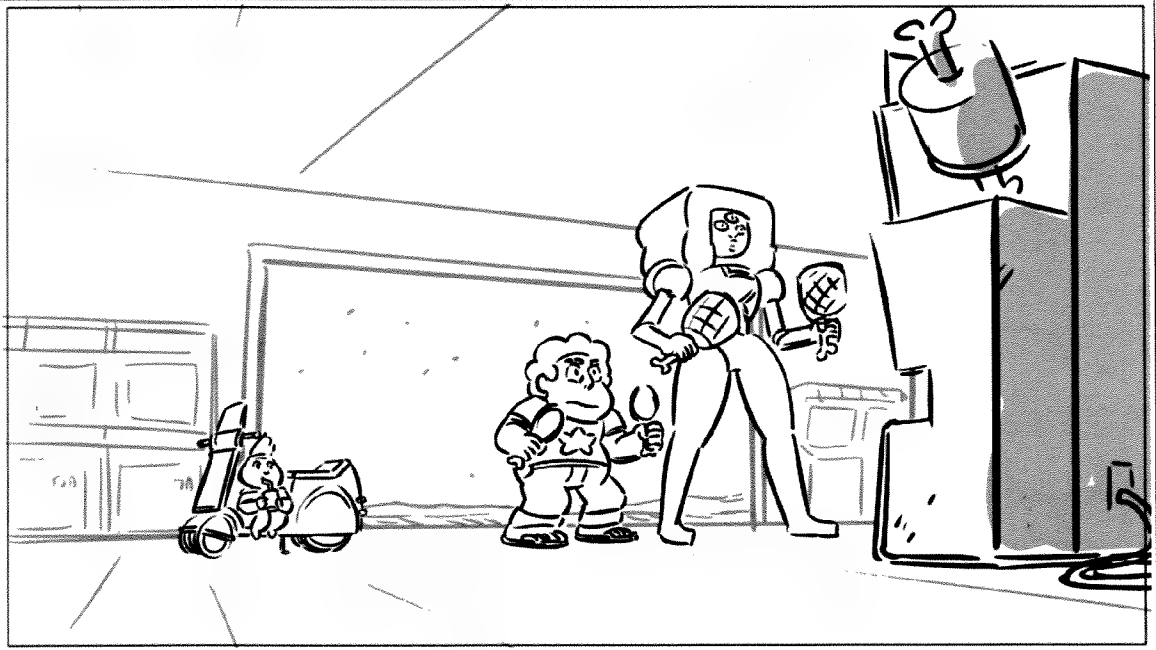


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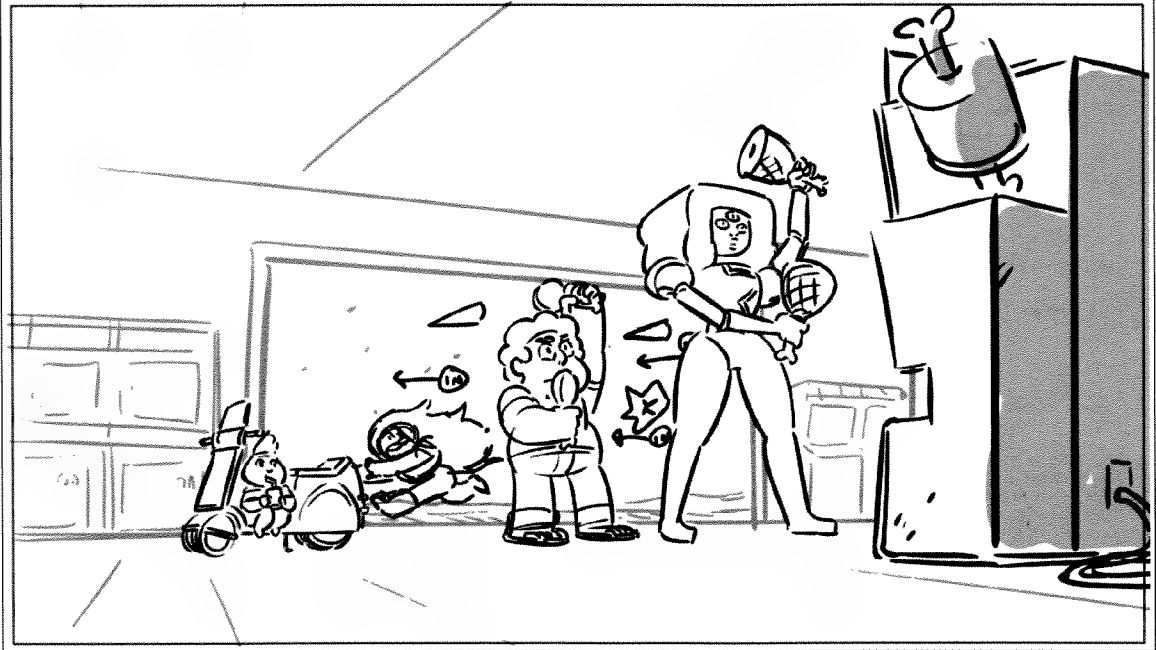
Scene 194 Panel 1



Action Notes
Cycle GARNET's poses quickly.

Slugging
0.11

Scene 194 **out** Panel 2



Action Notes
AMETHYST in, being chased by spikes

Slugging
0.11

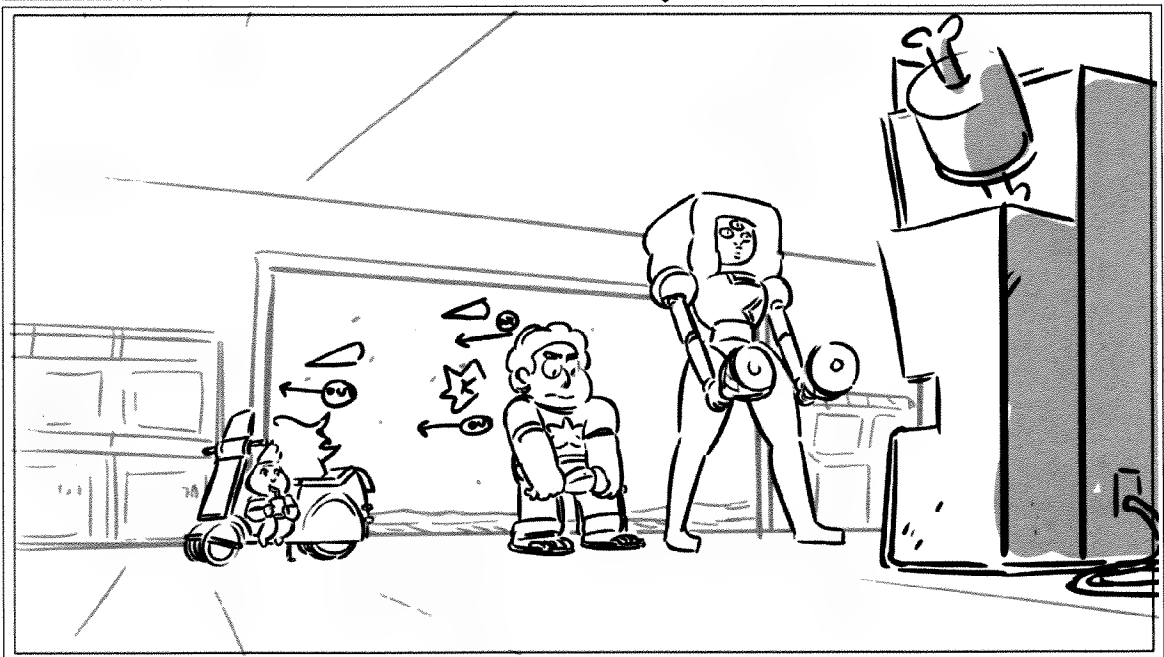
JUN 17 2013

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1020.009

1020.009

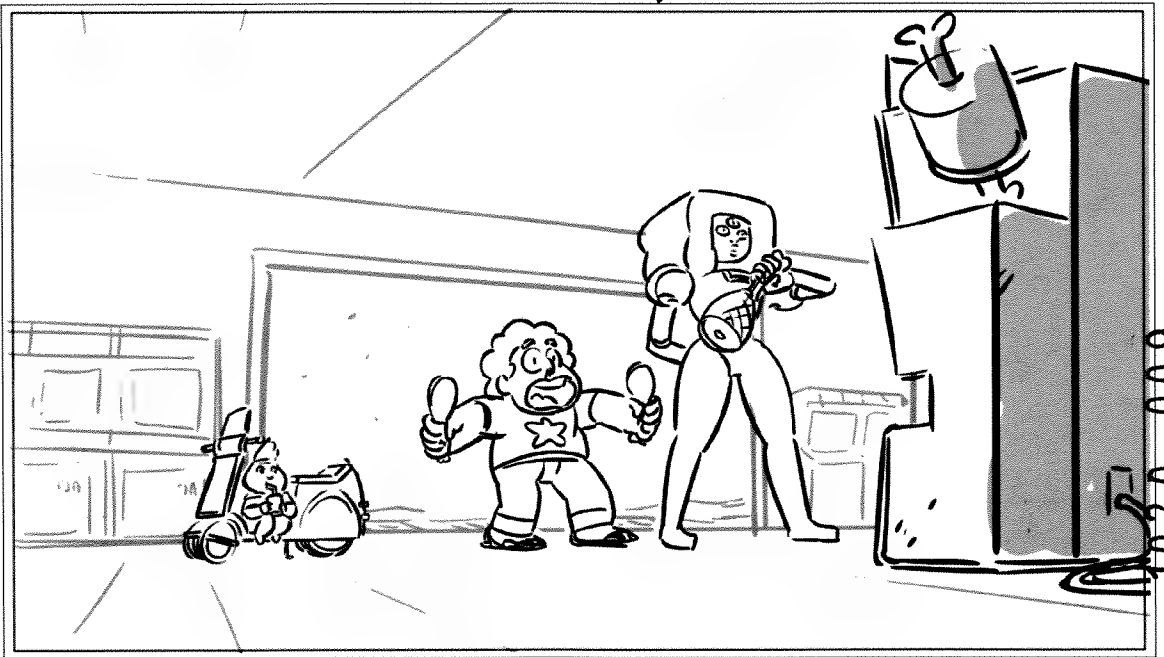
Scene 194 **cont** Panel 3



Action Notes
AMETHYST and spikes out

Slugging
0.13

Scene 194 **cont** Panel 4

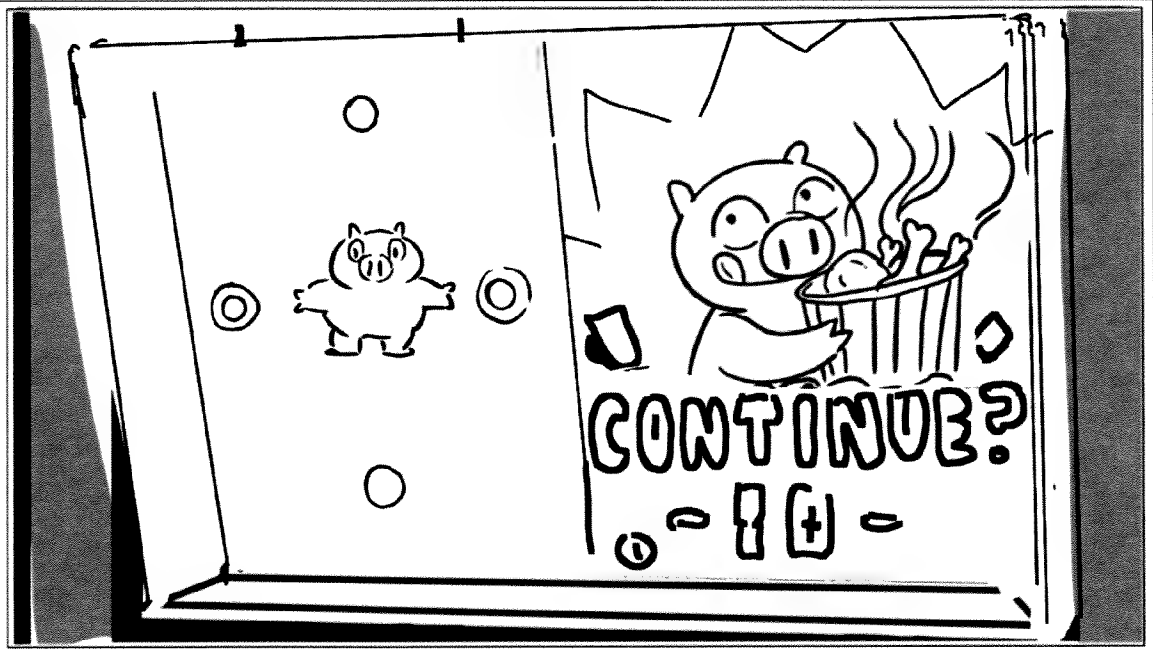


Slugging
1.07

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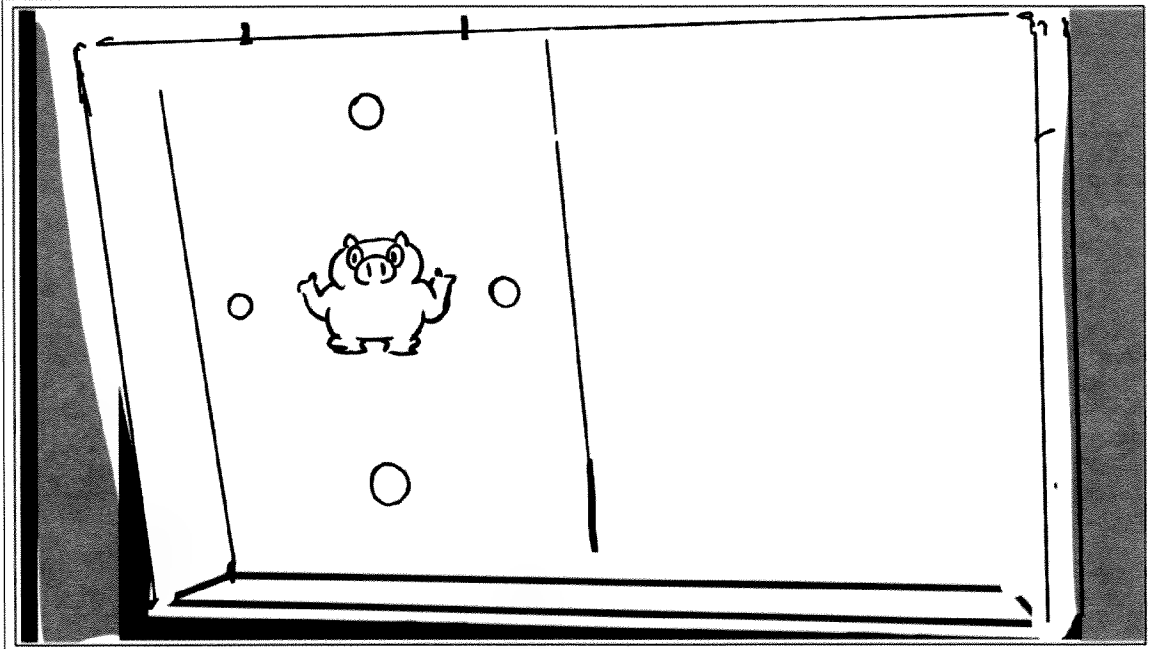
Scene	Panel
195	1



Dialog
GAME: PLAYER 1 WINS! YOU'RE TOAST PLAYER 2.

Slugging
1.08

Scene	Panel
195	2



Action Notes
Panels 3-6 should cycle randomly as the right side of the screen continues to countdown.

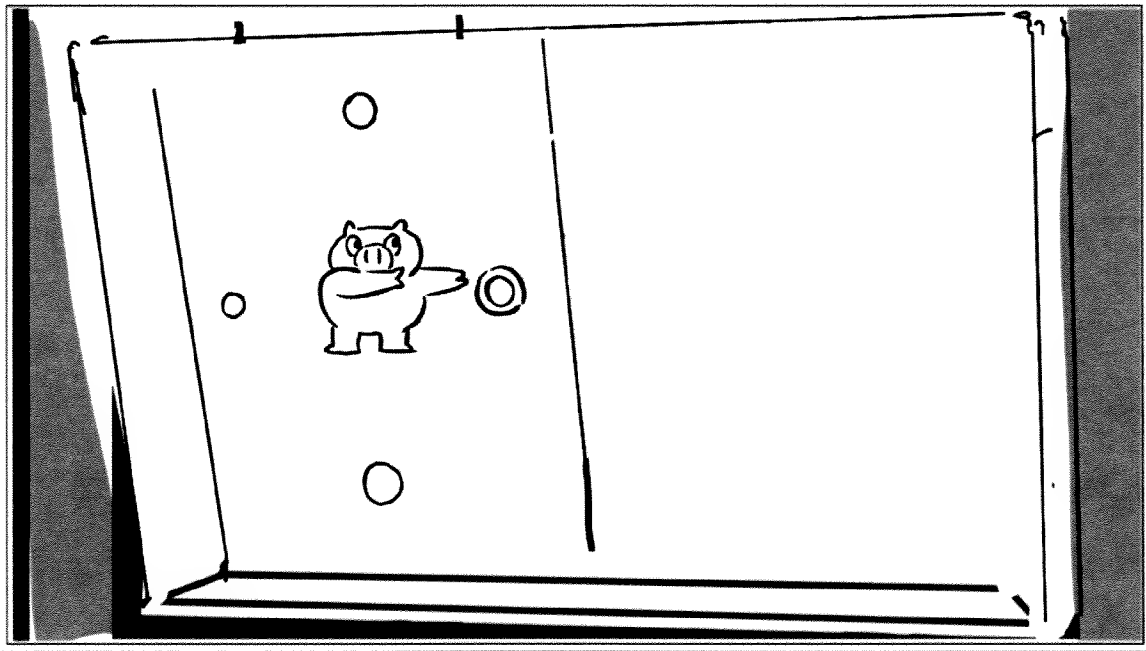
Inbetween pose

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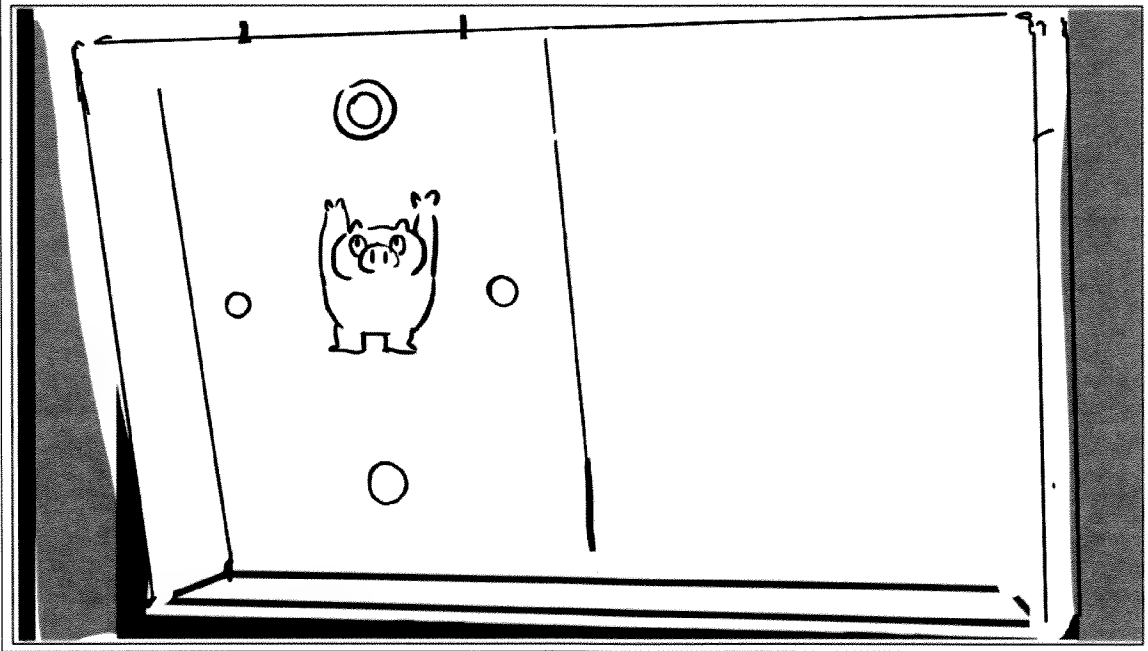
Scene	Panel
195	<i>cont</i> 3



Dialog	
GAME	LET'S MEAT IT!

Action Notes
screenshot

Scene	Panel
195	<i>cont</i> 4



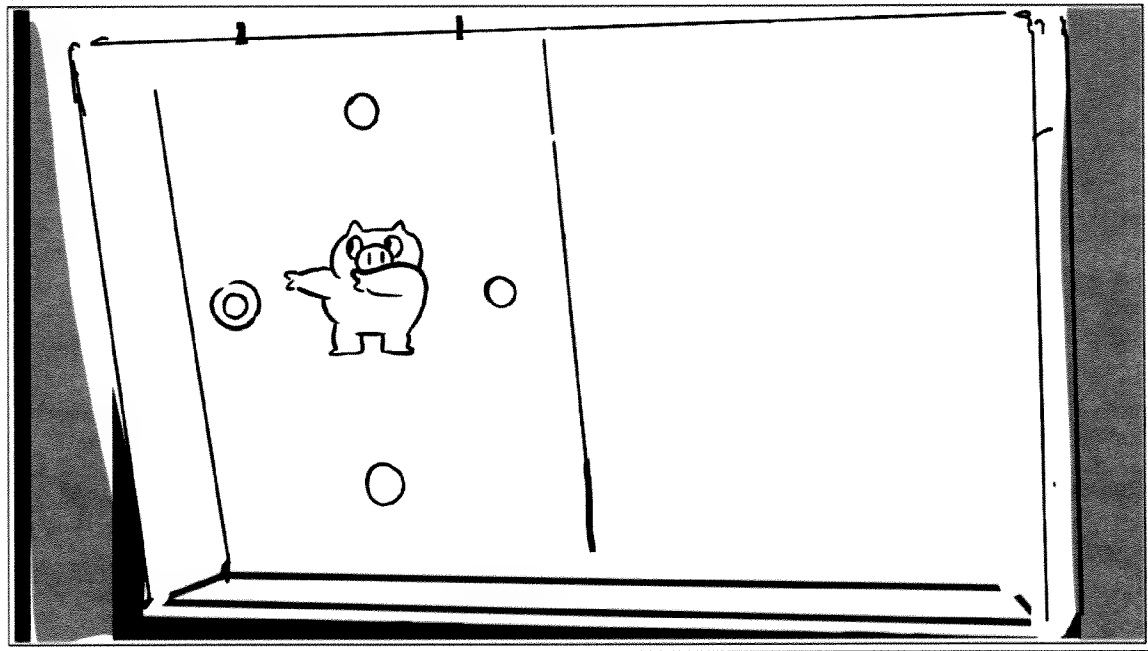
Dialog	
GAME	LET'S MEAT IT!

Action Notes
screenshot
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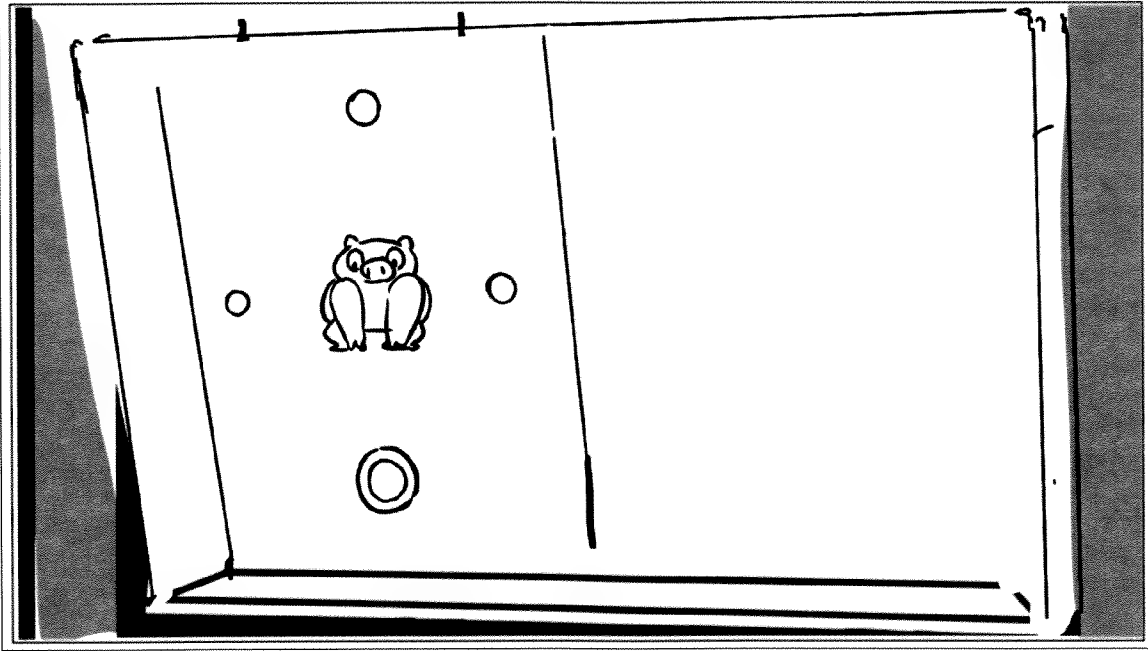
Scene	Panel
195	cont
	5



Dialog	
GAME	LET'S MEAT IT!

Action Notes
screenshot

Scene	Panel
195	cont
	6



Dialog	
GAME	LET'S MEAT IT!

Action Notes
screenshot

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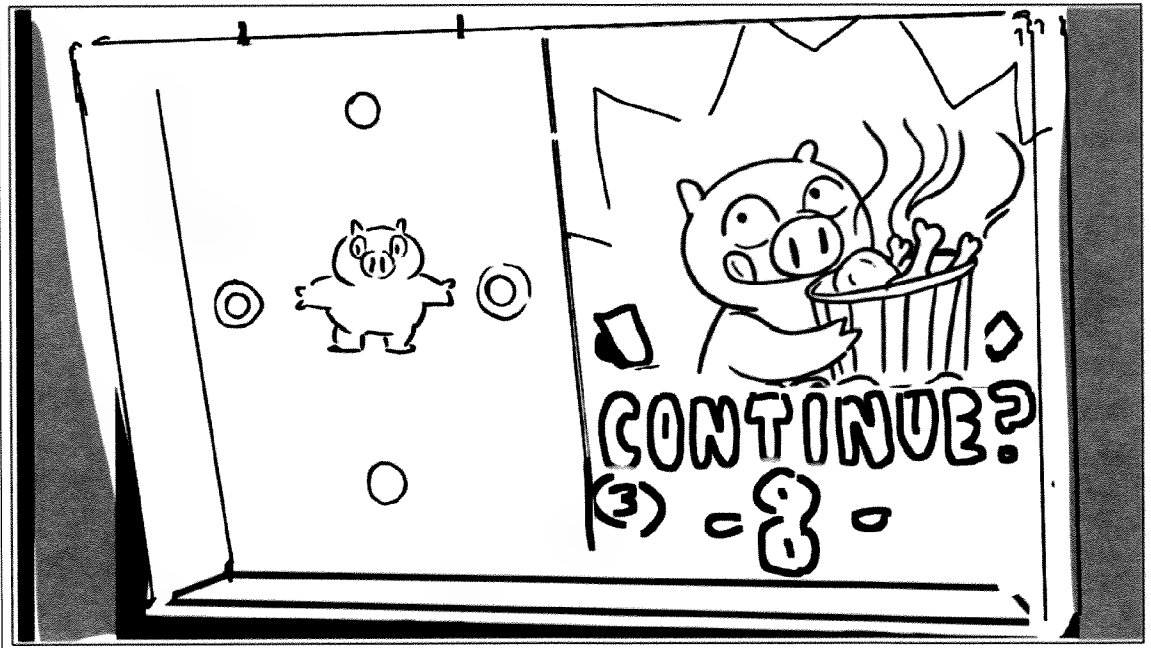
1020.009

Scene	Panel
195	cont
	7



Slugging
1.08

Scene	Panel
195	cont
	8



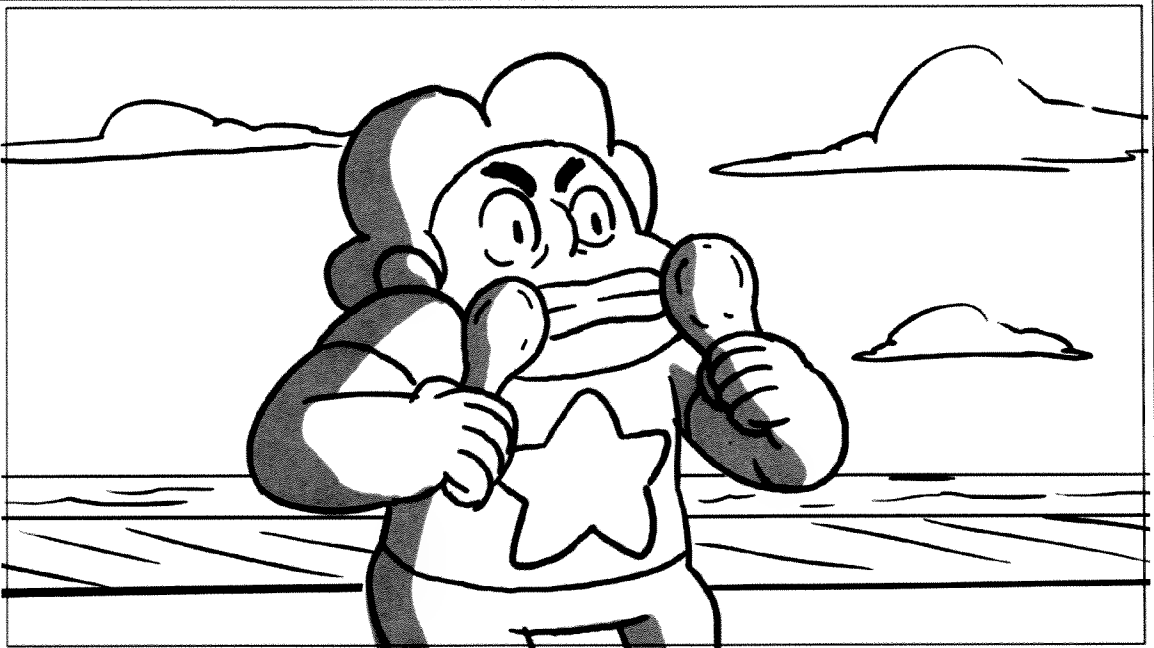
Slugging
1.08

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1020.009

Scene	Panel
196	1



Dialog
STEVEN: AWWWW...

Slugging
1.01

Scene	Panel
196	2 <i>cont</i>



Dialog
STEVEN: NO!

Slugging
1.12

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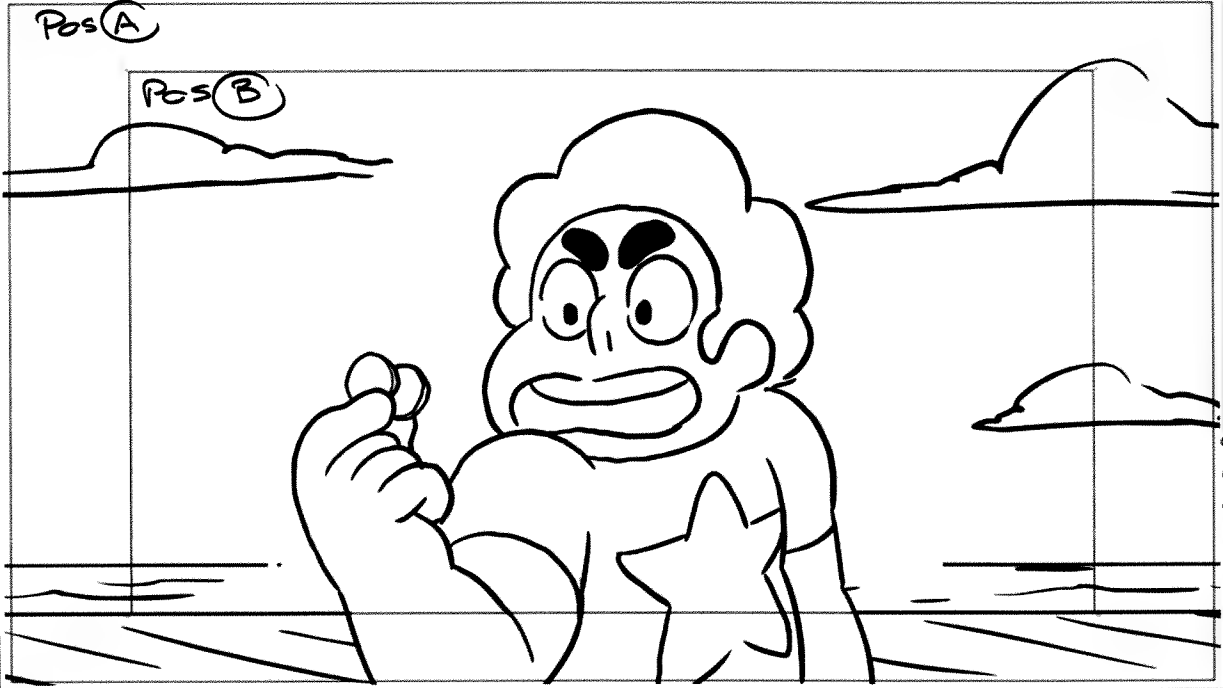
1020-009

Scene 196 Panel 3
CONT



Slugging
0.12

Scene 196 Panel 4
CONT



Dialog
STEVEN: MY LAST SHOT!

Action Notes
camera trucks when steven pulls out two quarters

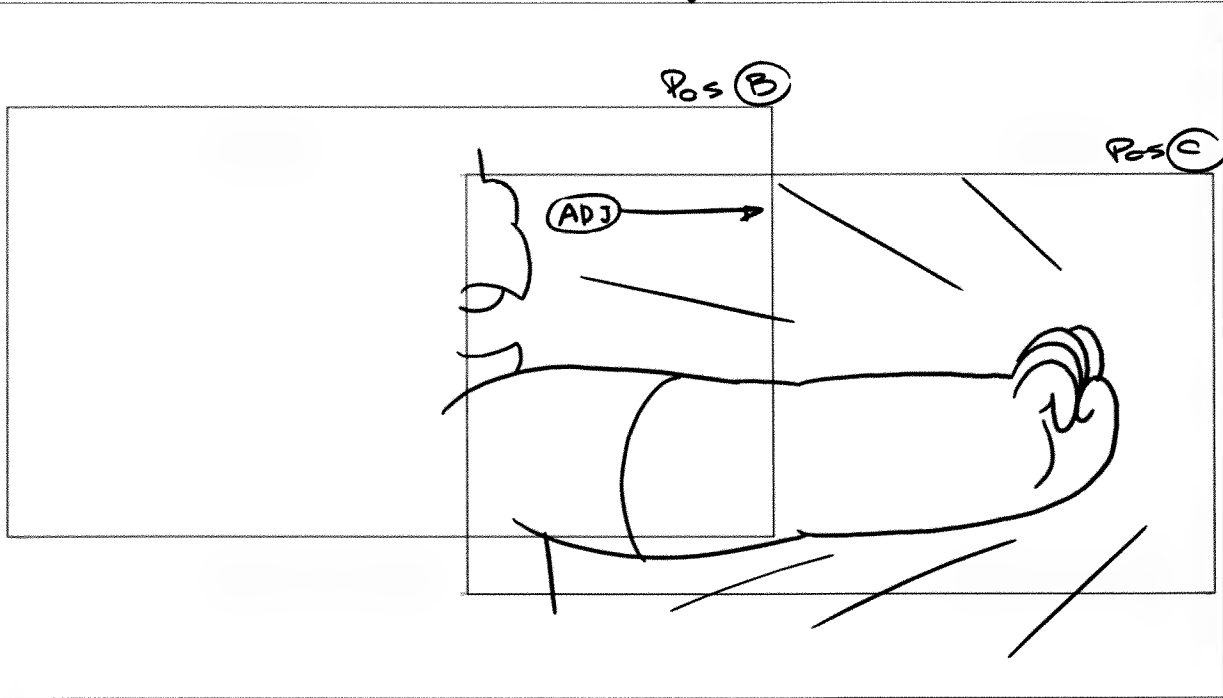
Slugging
ADJ: 0.08
Then HOLD: 1.07

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Scene	Panel
196	CONT
	5



Action Notes

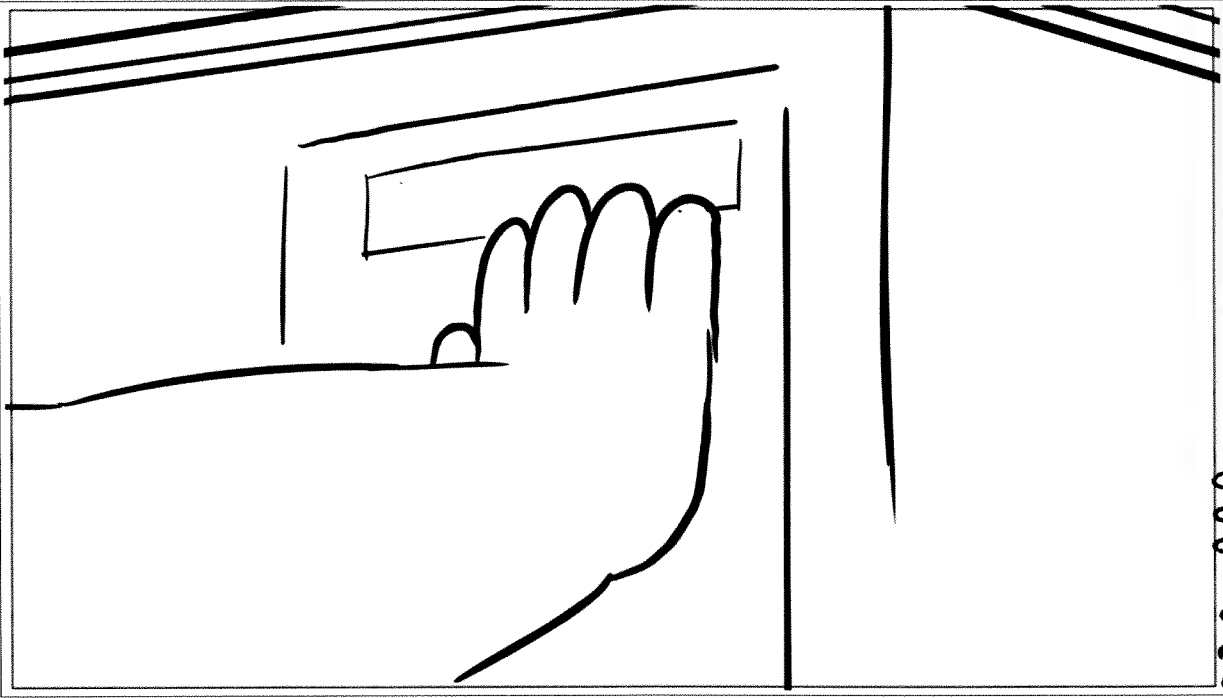
bg is a burst card

Slugging

ADJ: 0.06

Then HOLD: 0.12

Scene	Panel
196	CONT
	6



Action Notes

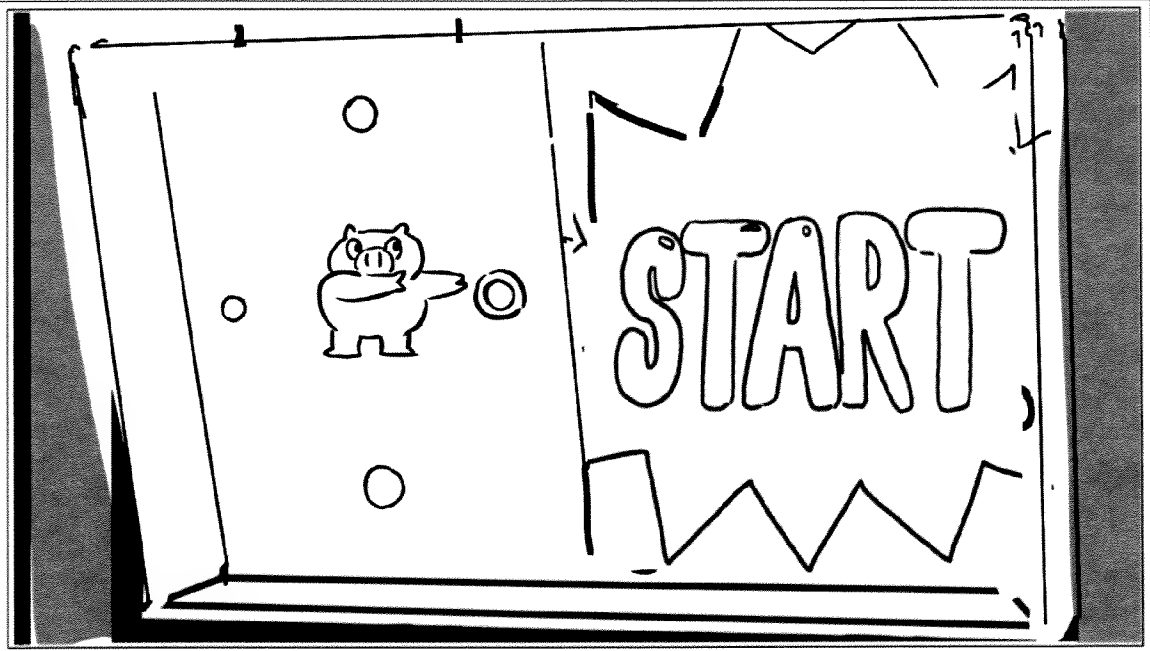
bg becomes literal when hand slams down

Slugging

1.06

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Scene	Panel
197	cont 3

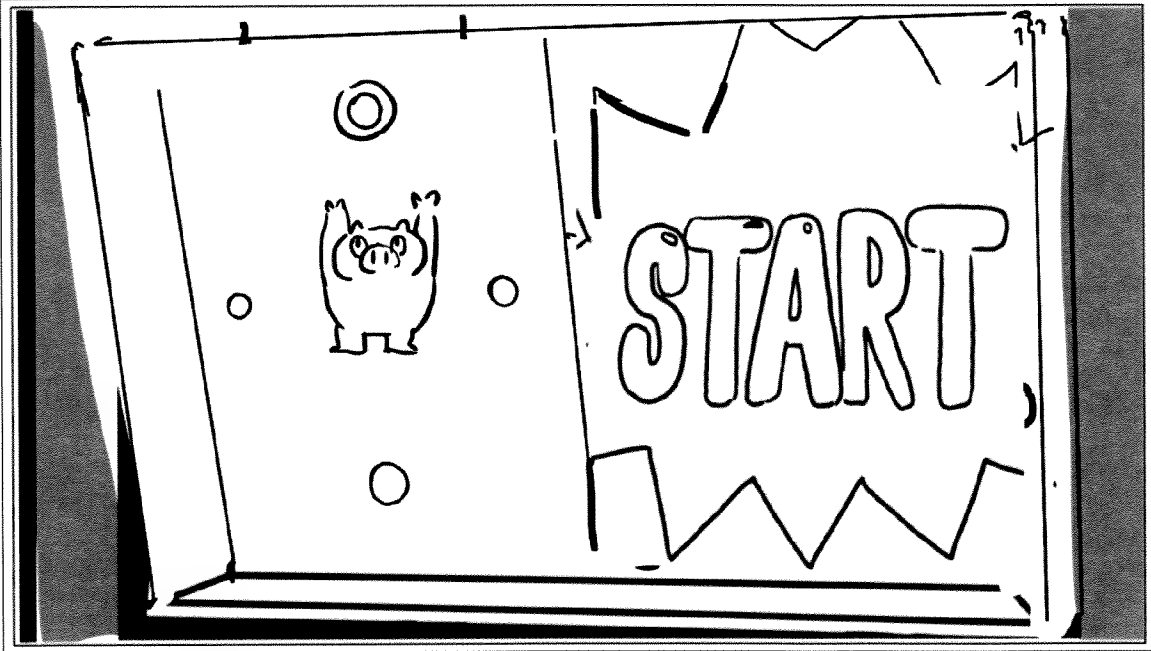


Dialog
GAME

LET'S MEAT IT!

Action Notes
Panels 2-6 should be cycled randomly
screenshot

Scene	Panel
197	cont 4



Dialog
GAME

LET'S MEAT IT!

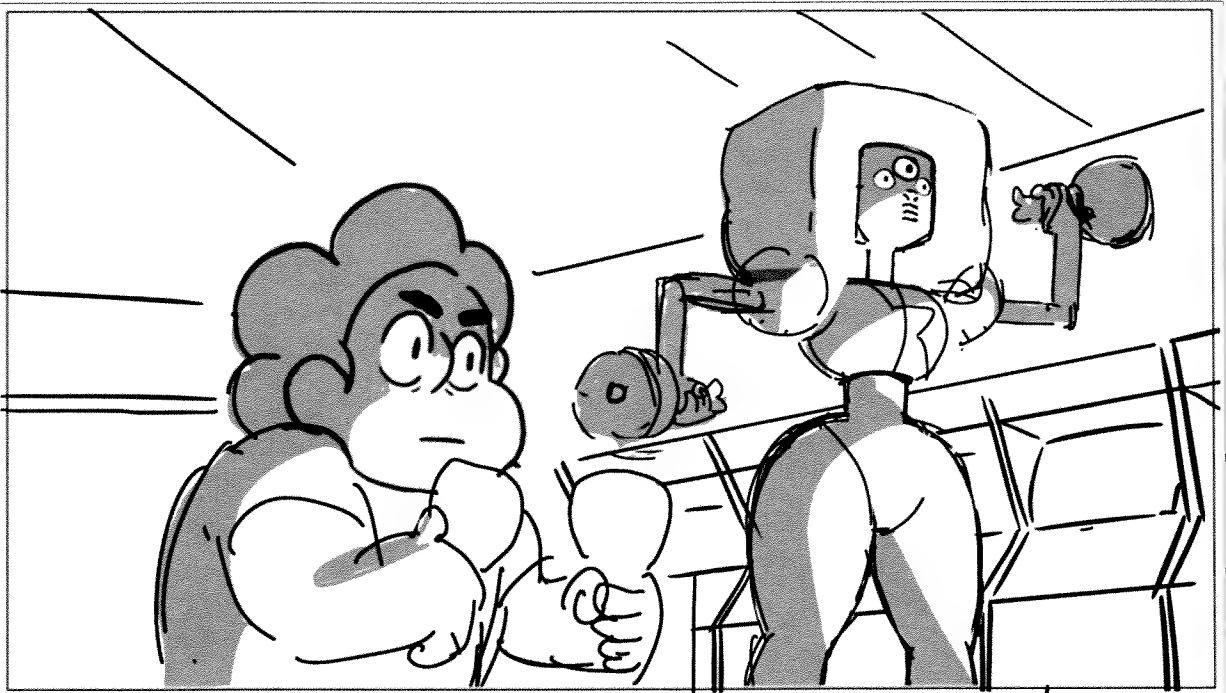
Action Notes
screenshot

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Scene 198 Panel 1



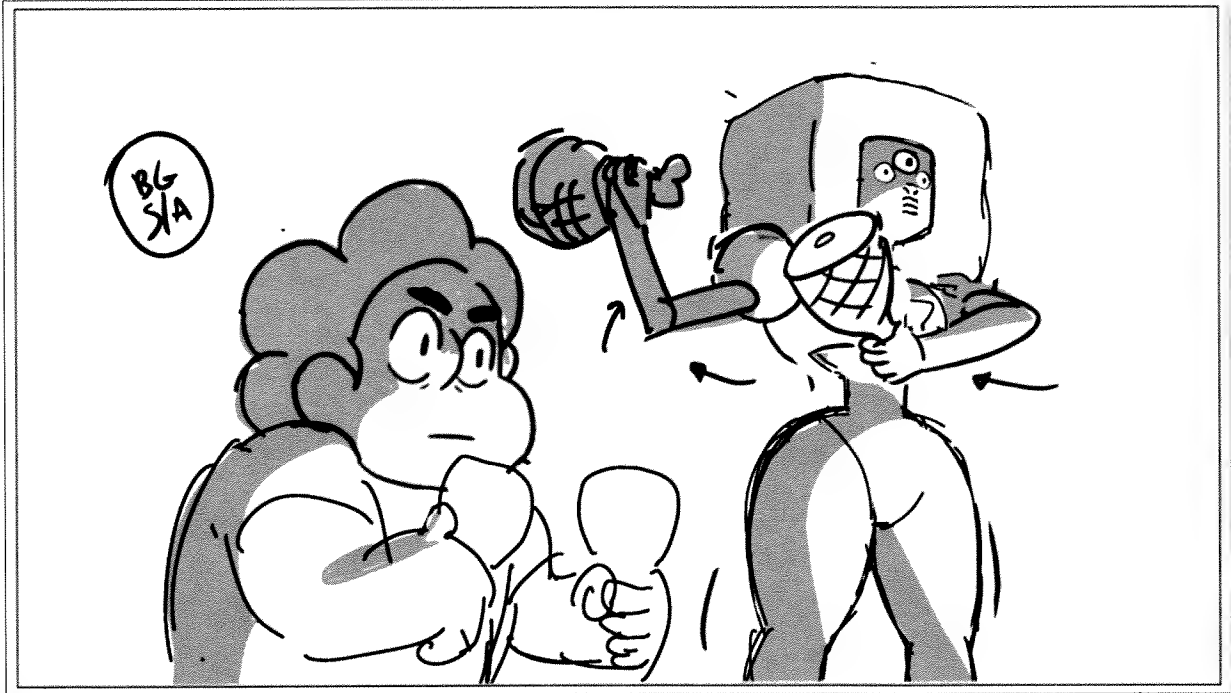
Dialog
GAME: RACK THOSE RIBS!

SCREEN 1

SCREEN 2

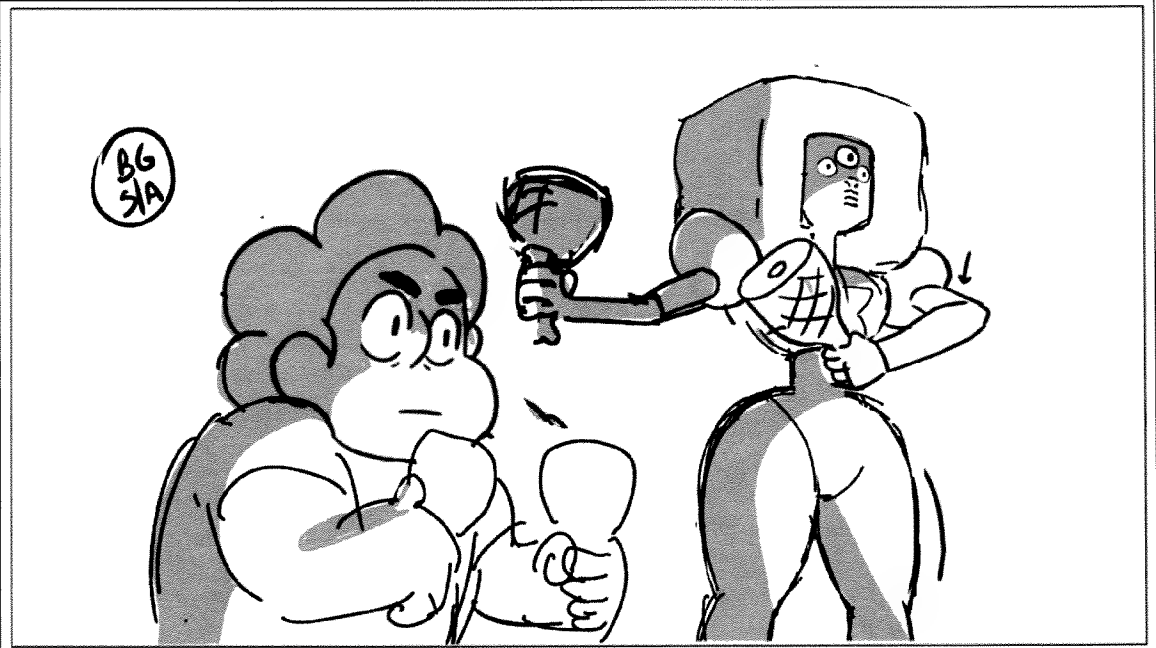
Slugging
Panels 1 to 3 = 1.12

Scene 198 Panel 2

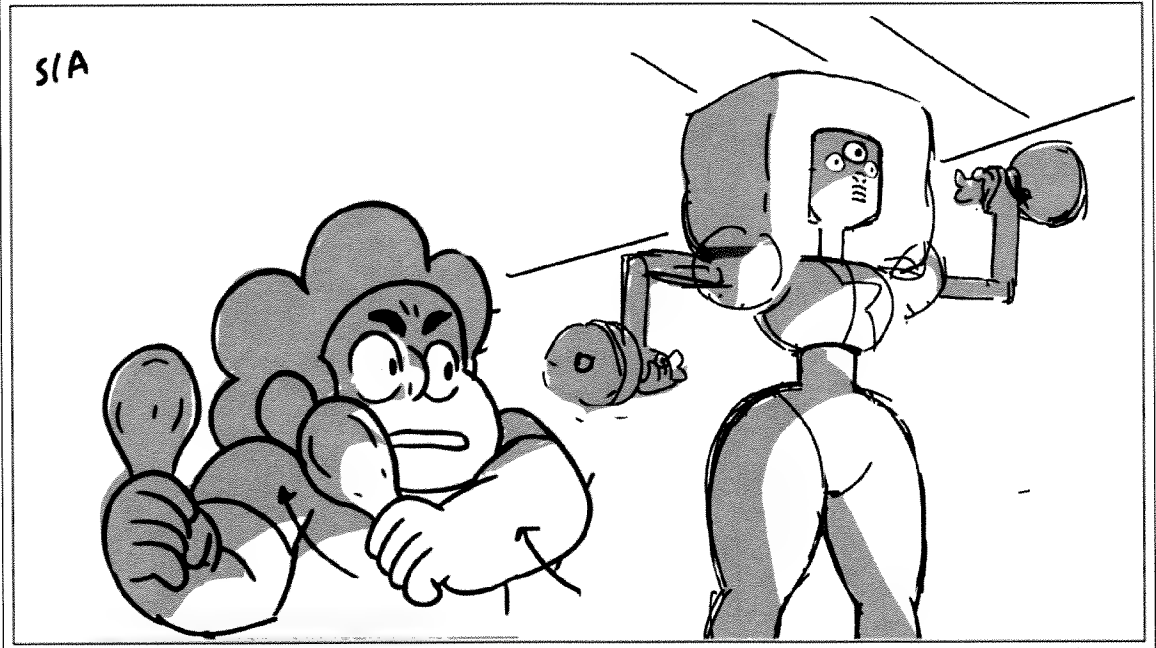


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Scene 198 Panel 3
CONT



Scene 198 Panel 4
CONT



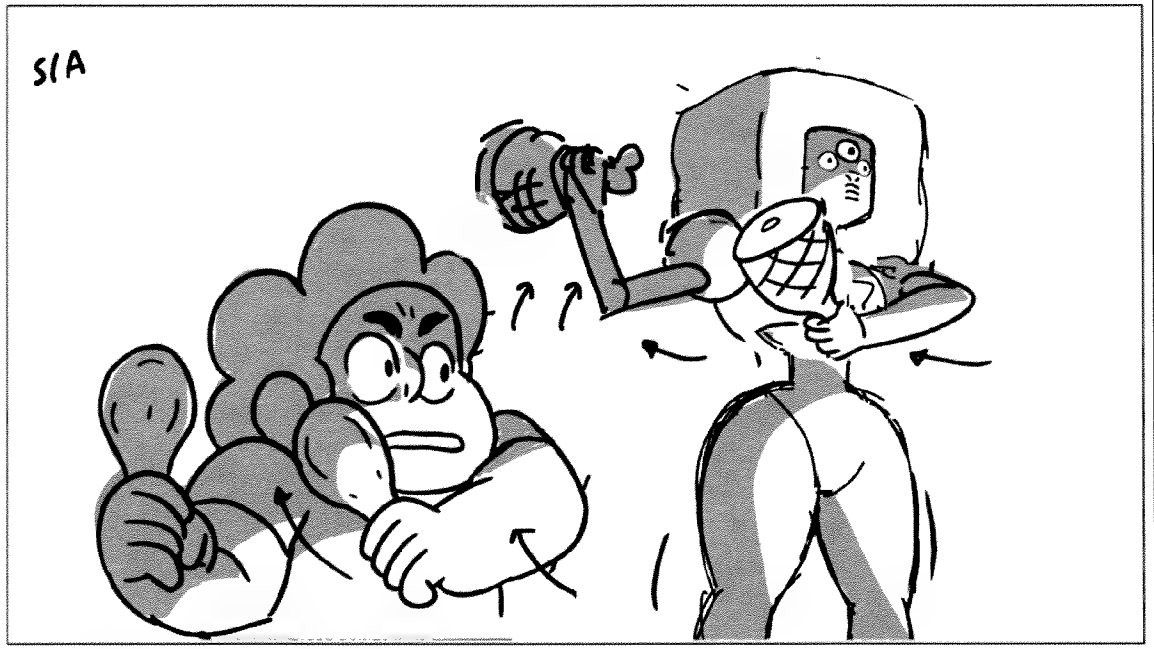
Dialog
GAME: RACK THOSE RIBS!

Slugging
Panels 4 to 6 = 0.11
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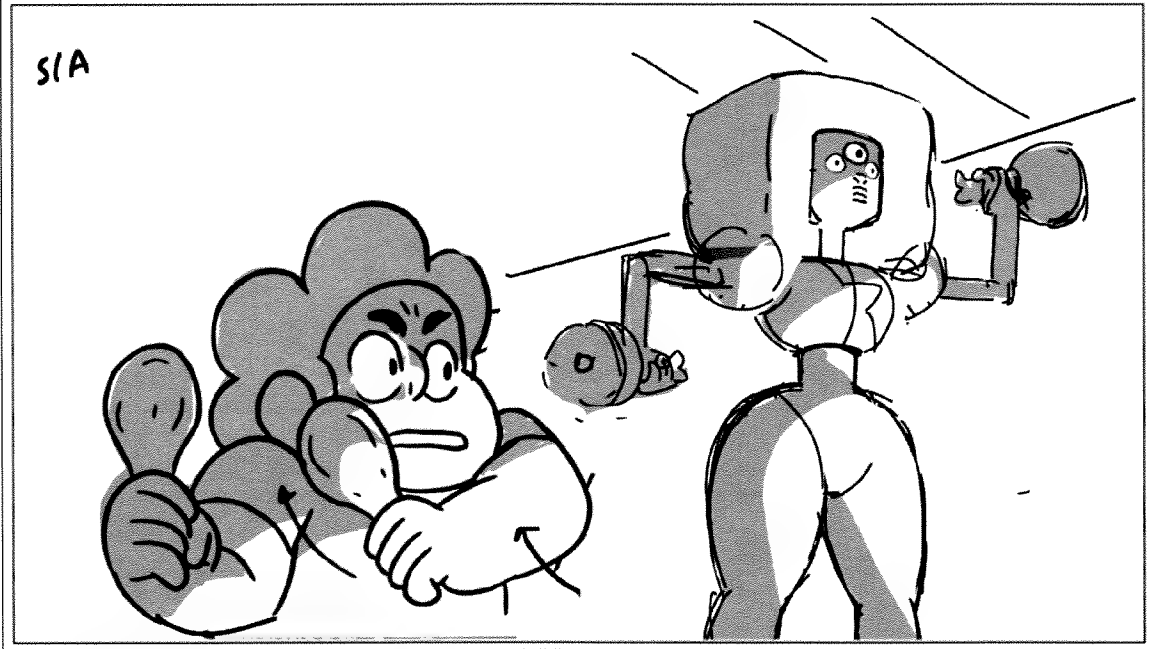
1020-009

1020-009

Scene
 198
 Panel
 5
 CONT



Scene
 198
 Panel
 6
 CONT

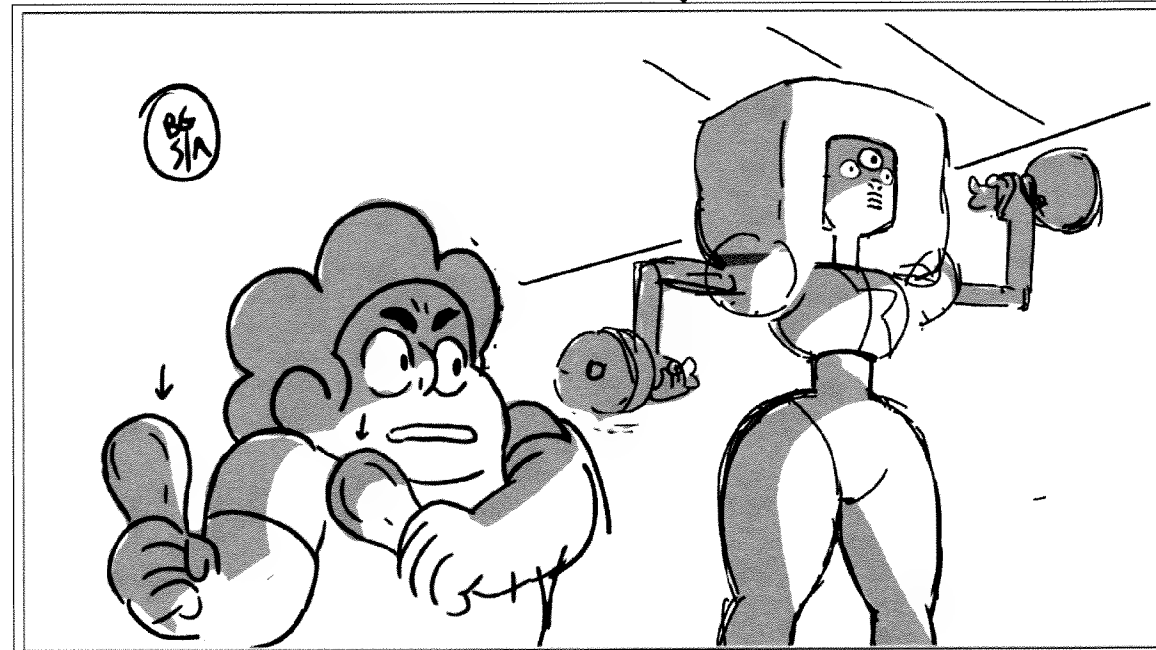


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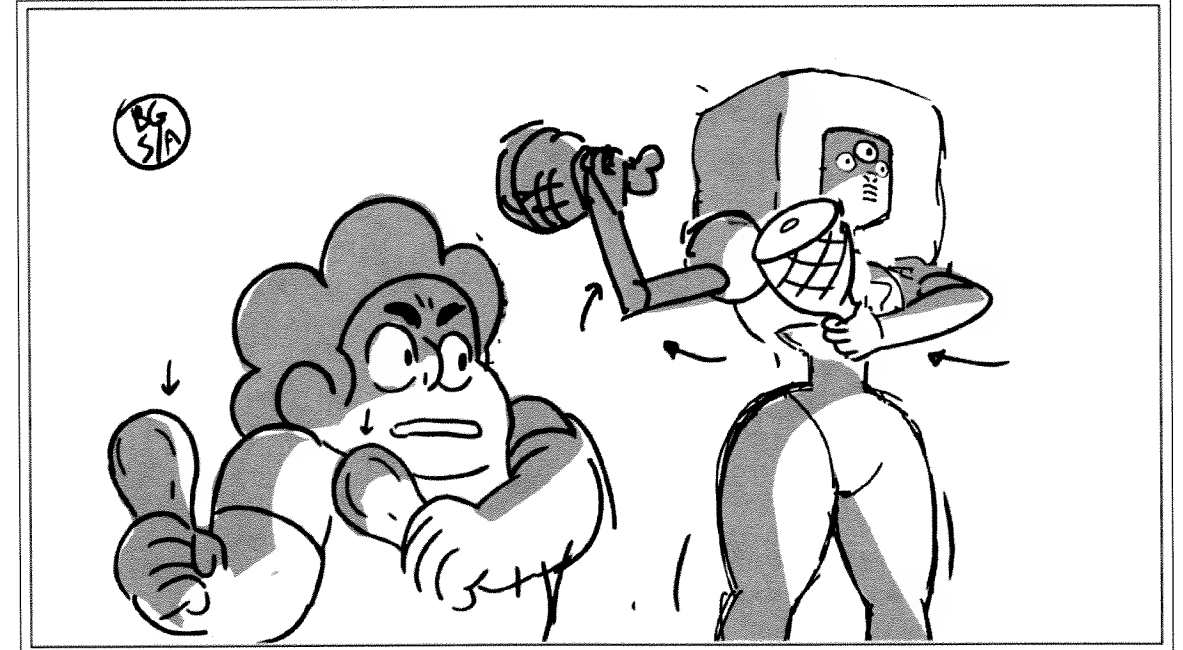
1020-009

Scene	Panel
198	<i>cont</i>



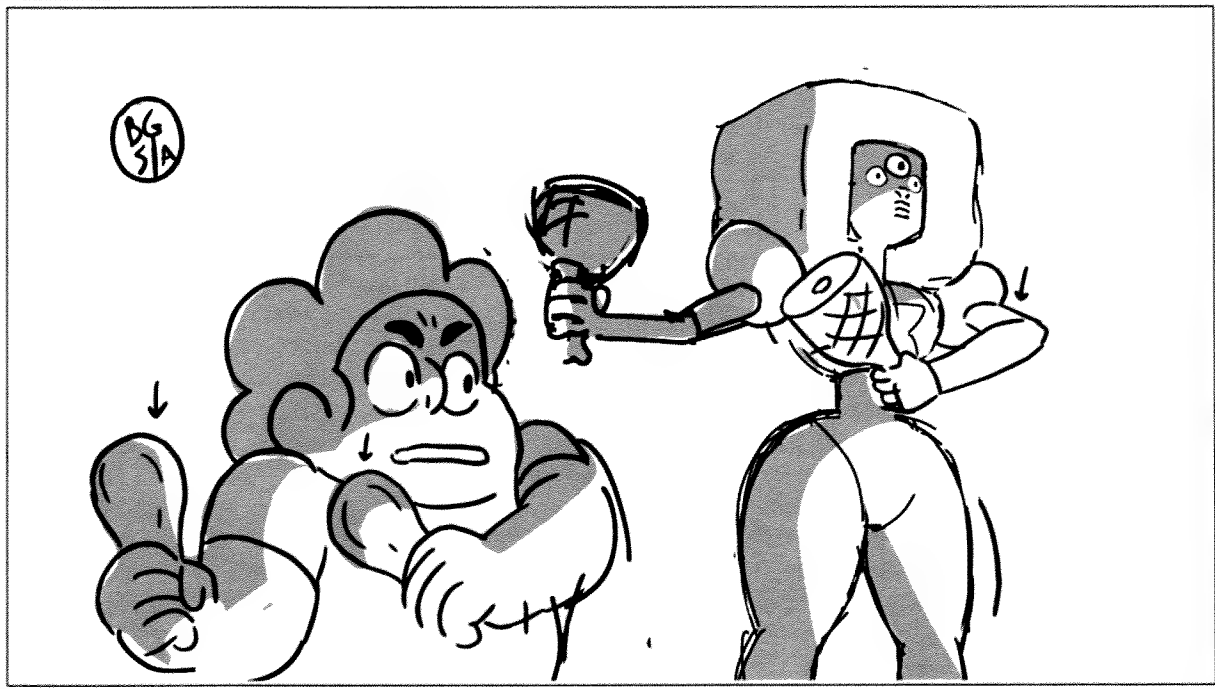
Slugging
Panels 7 to 9 = 0.13

Scene	Panel
198	<i>cont</i>

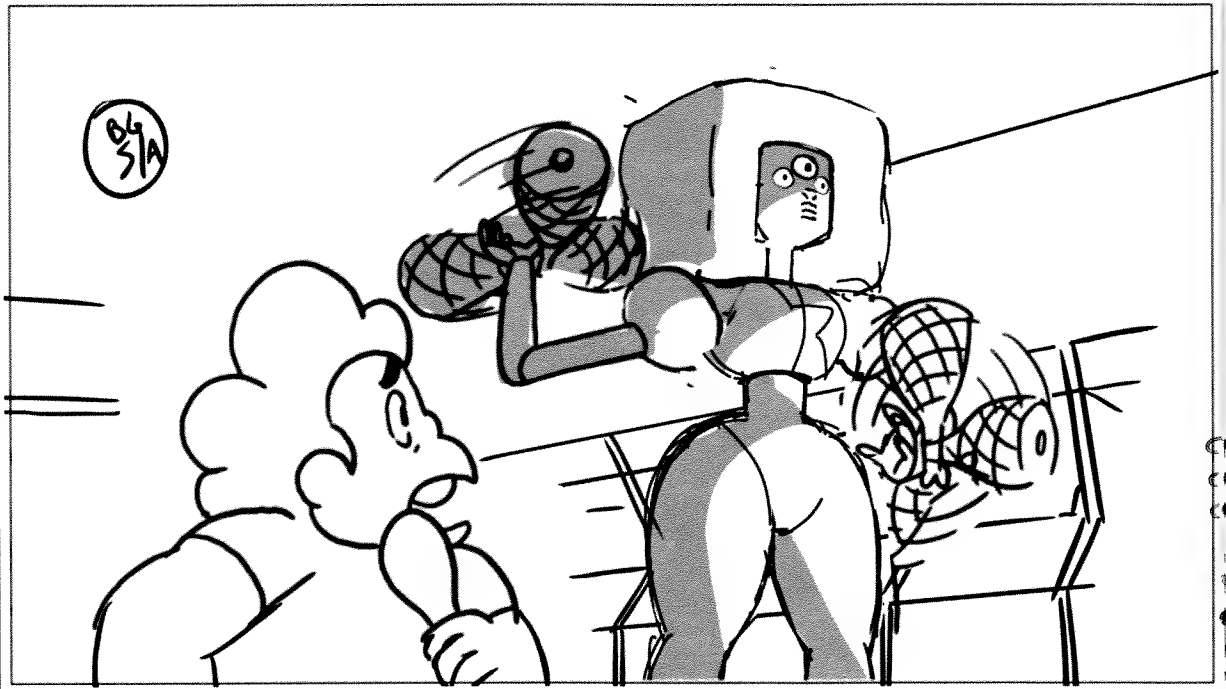


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Scene 198 Panel 9



Scene 198 cont Panel 1a

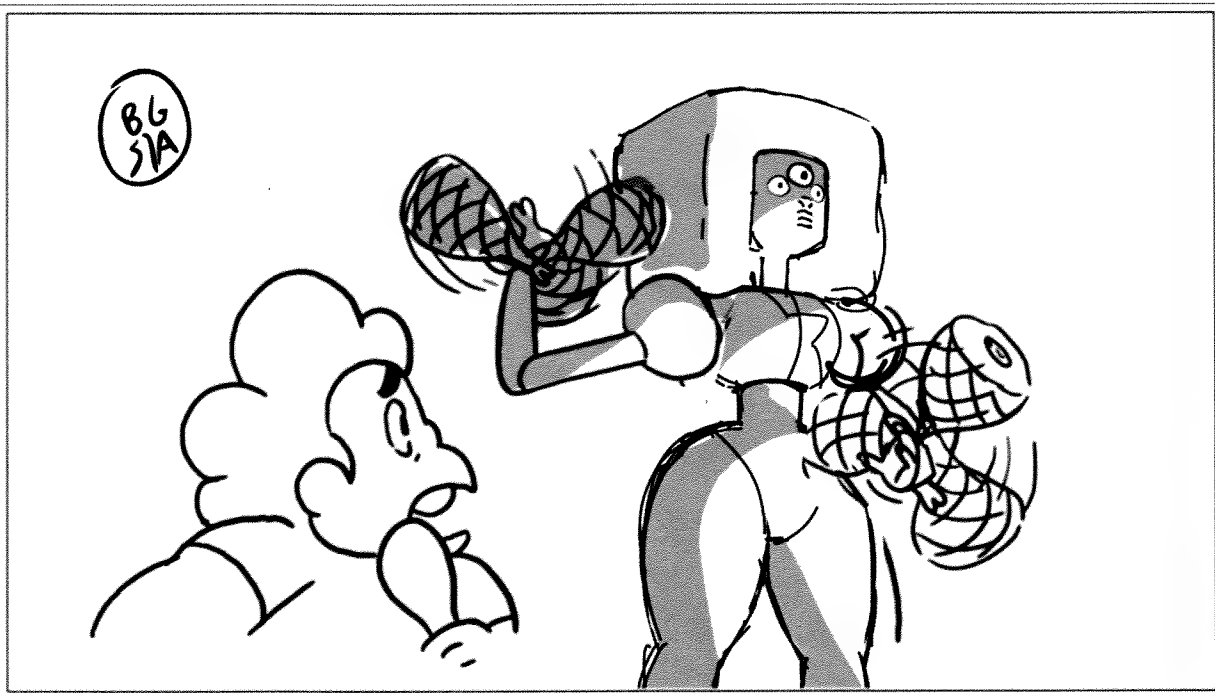


Dialog
GAME: SPICE IT UP!

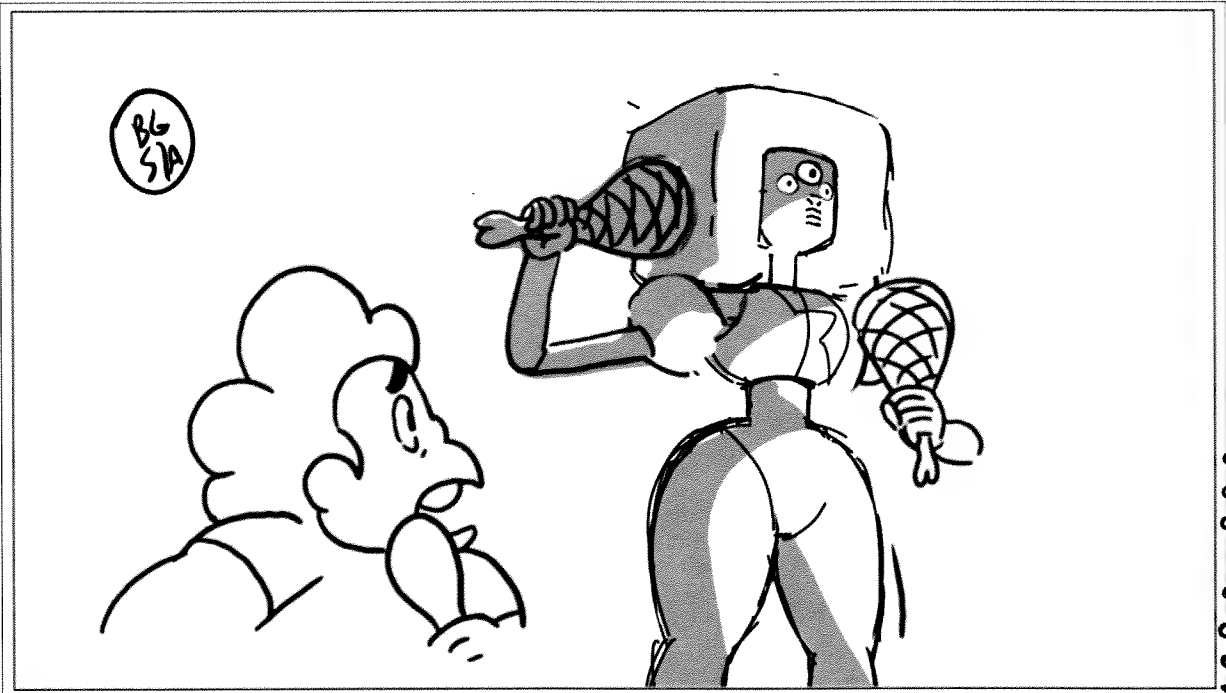
Action Notes
Panels 1 + 2 x 2

Slugging
Panels 1 + 2 x 2 = 0.08

Scene 198 *cont* Panel 11



Scene 198 *cont* Panel 12



Slugging
1.00

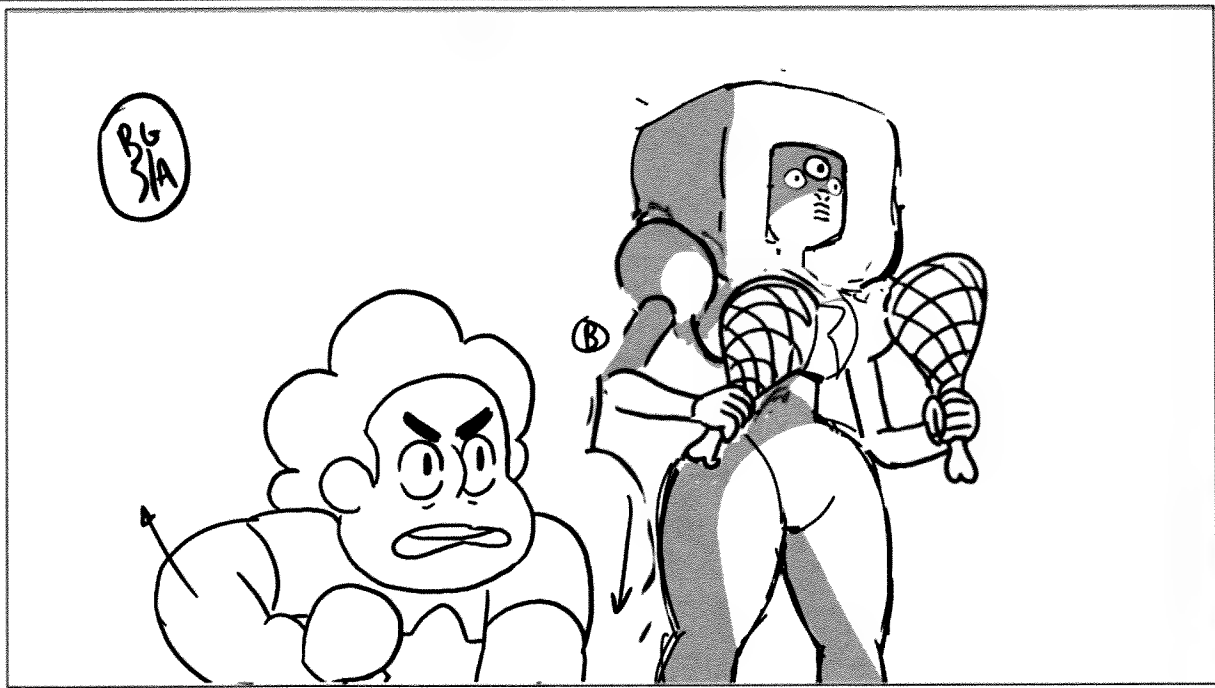
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1020-009

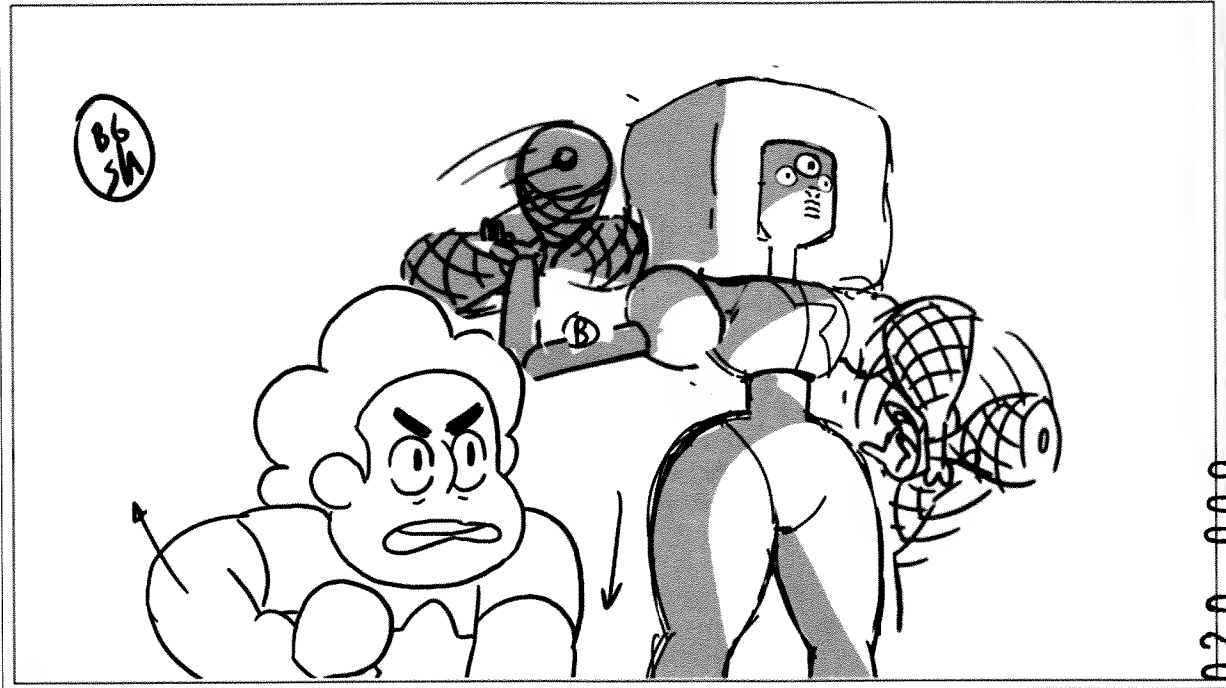
Scene 198 *cont* Panel 13



Dialog
GAME: THRILL IS IN THE GRILL!

Slugging
Panels 4 to 6 = 0.08

Scene 198 *cont* Panel 14

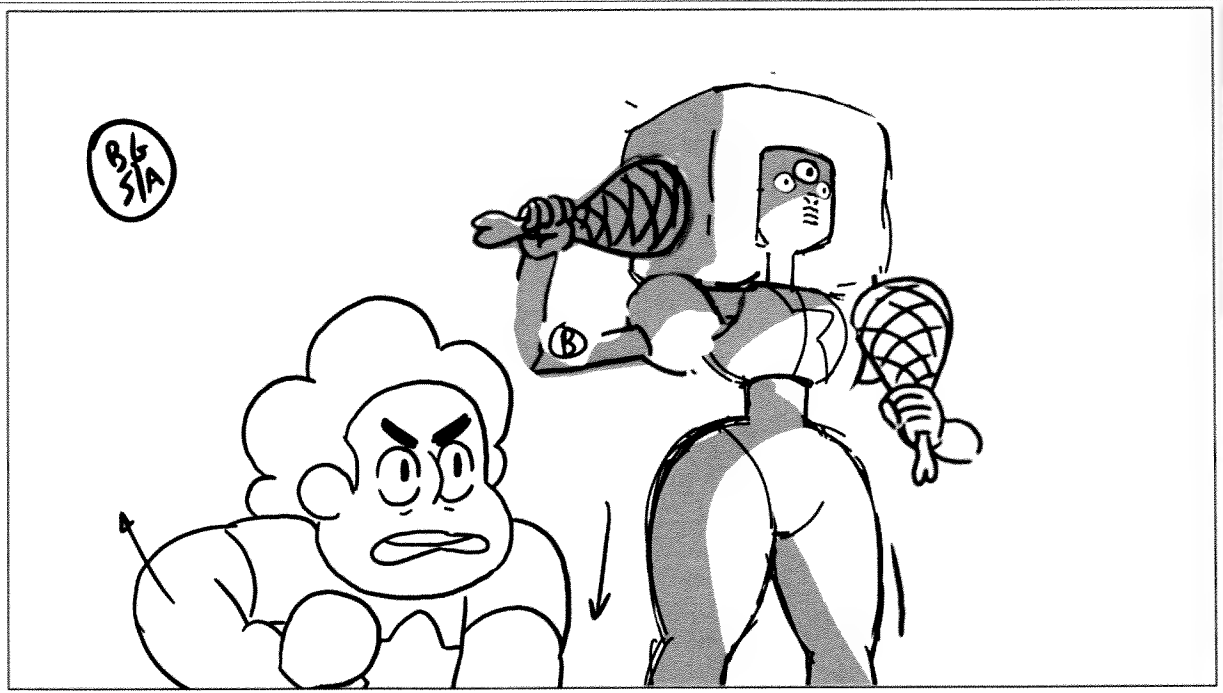


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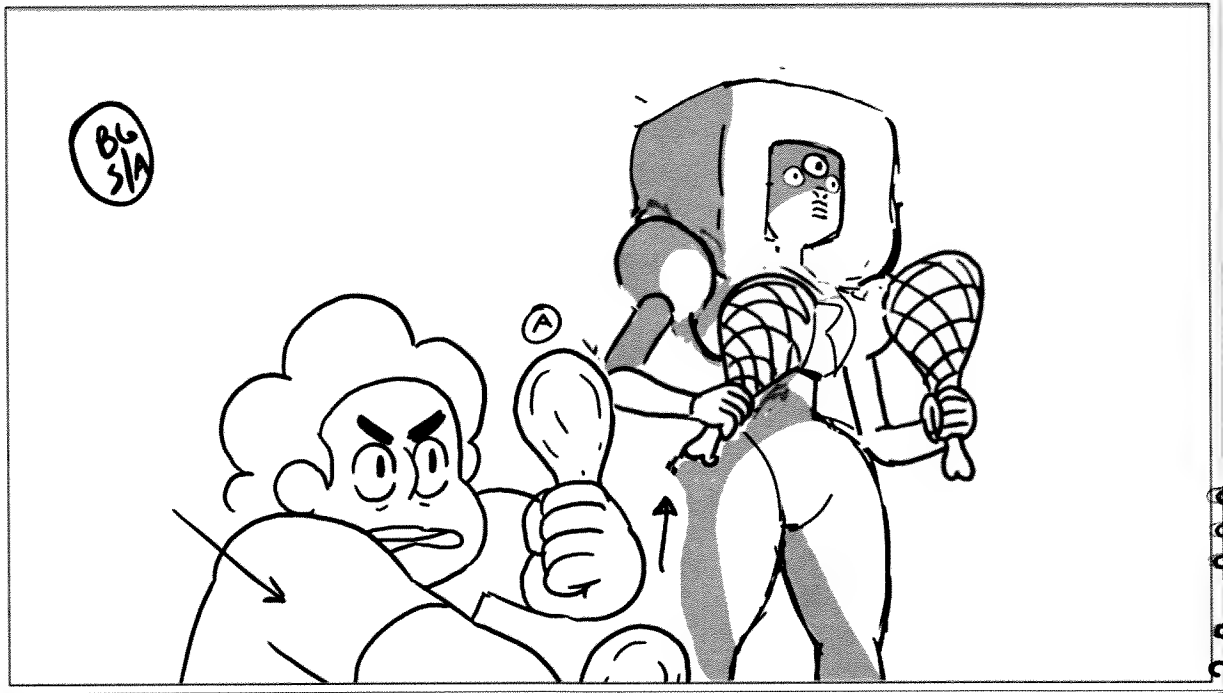
1020-009

1020-009

Scene 198 *CONT* Panel 15



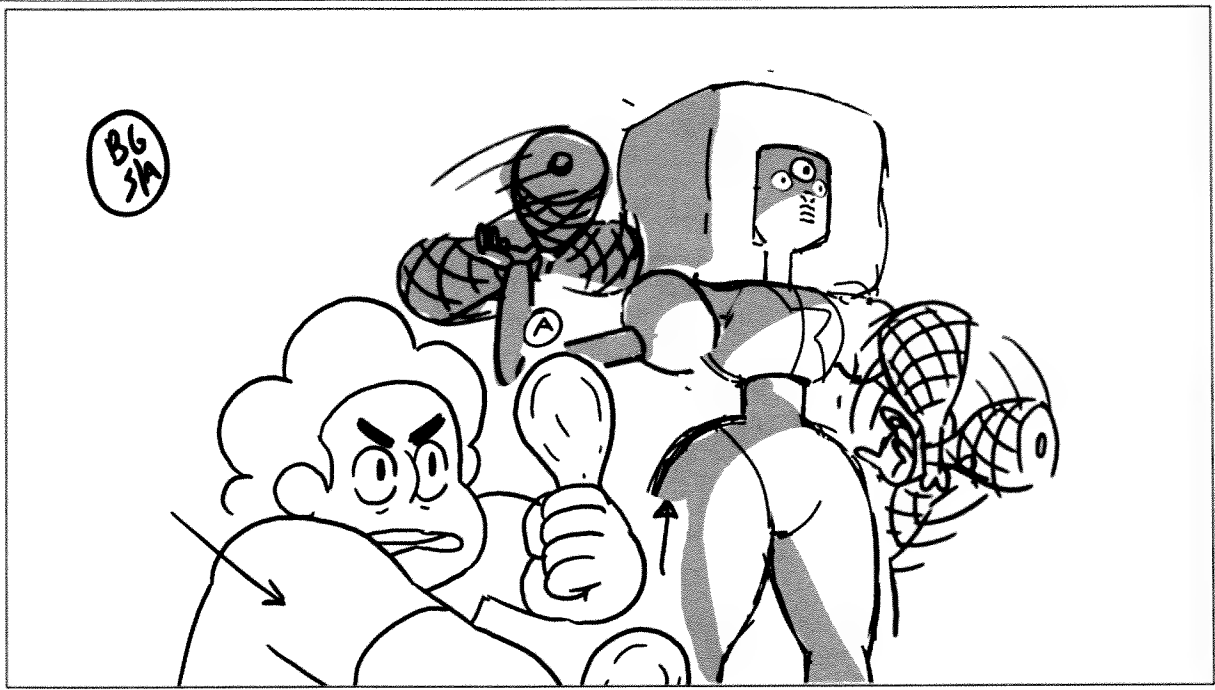
Scene 198 *CONT* Panel 16



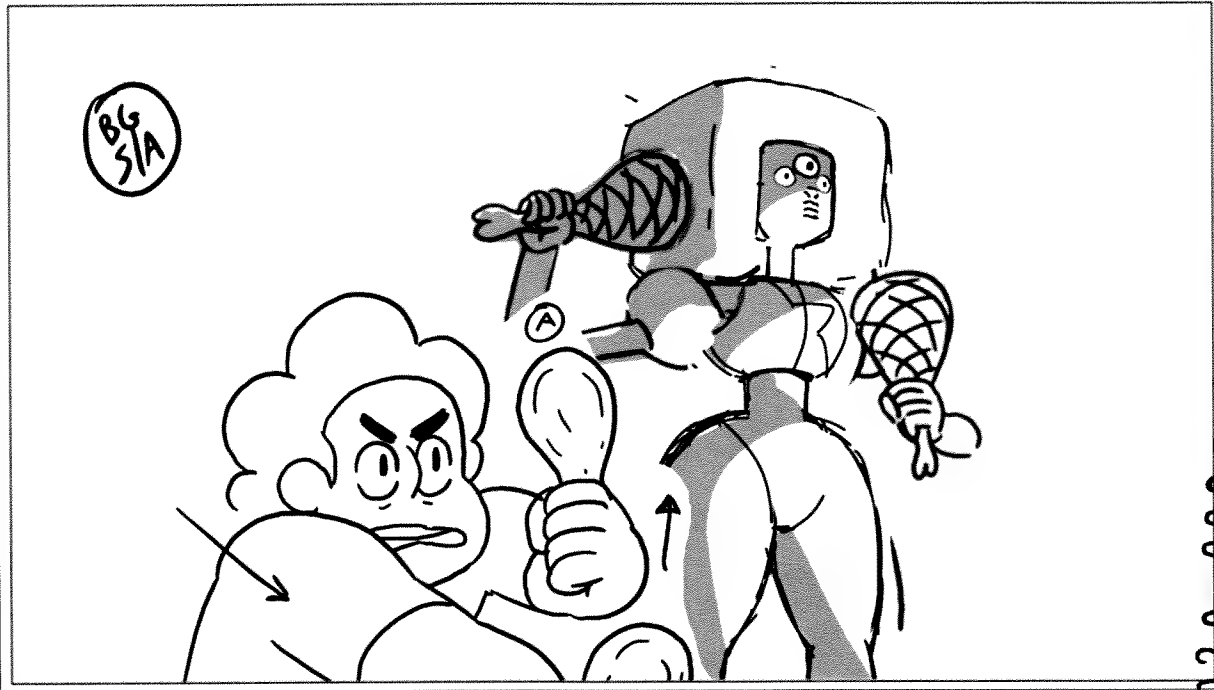
Slugging
Panels 7 to 10 = 0.15

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Scene 198 cont Panel 17



Scene 198 cont Panel 18



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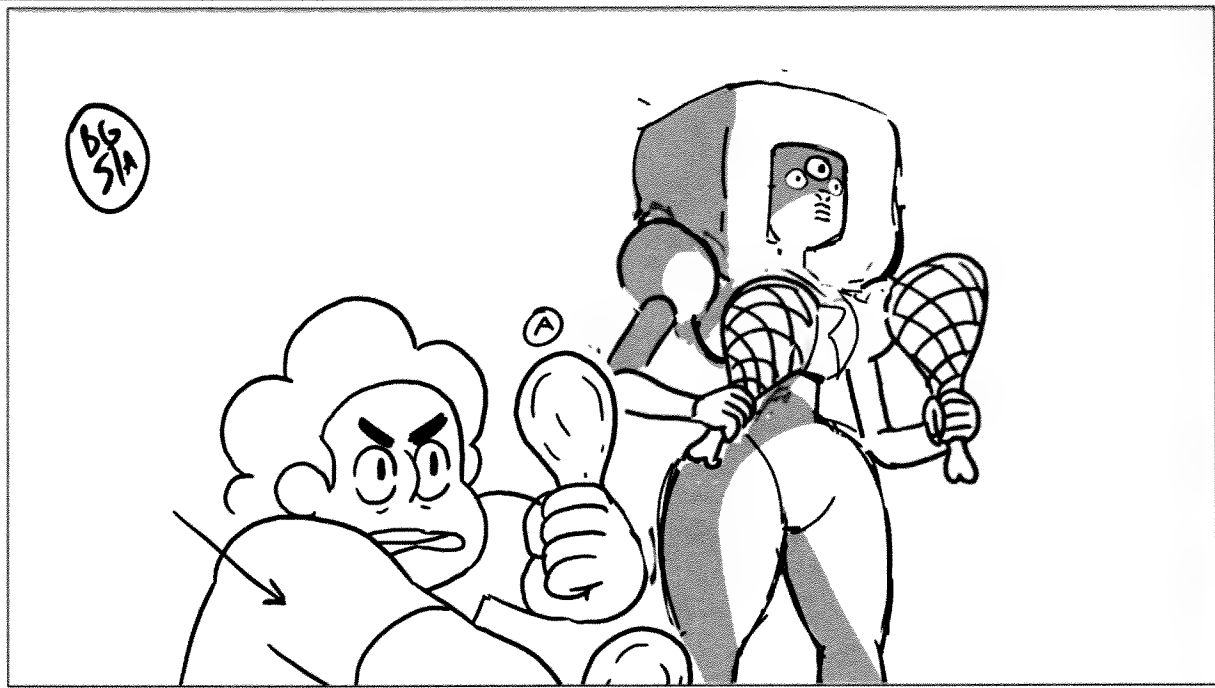
1020-009

1020-009

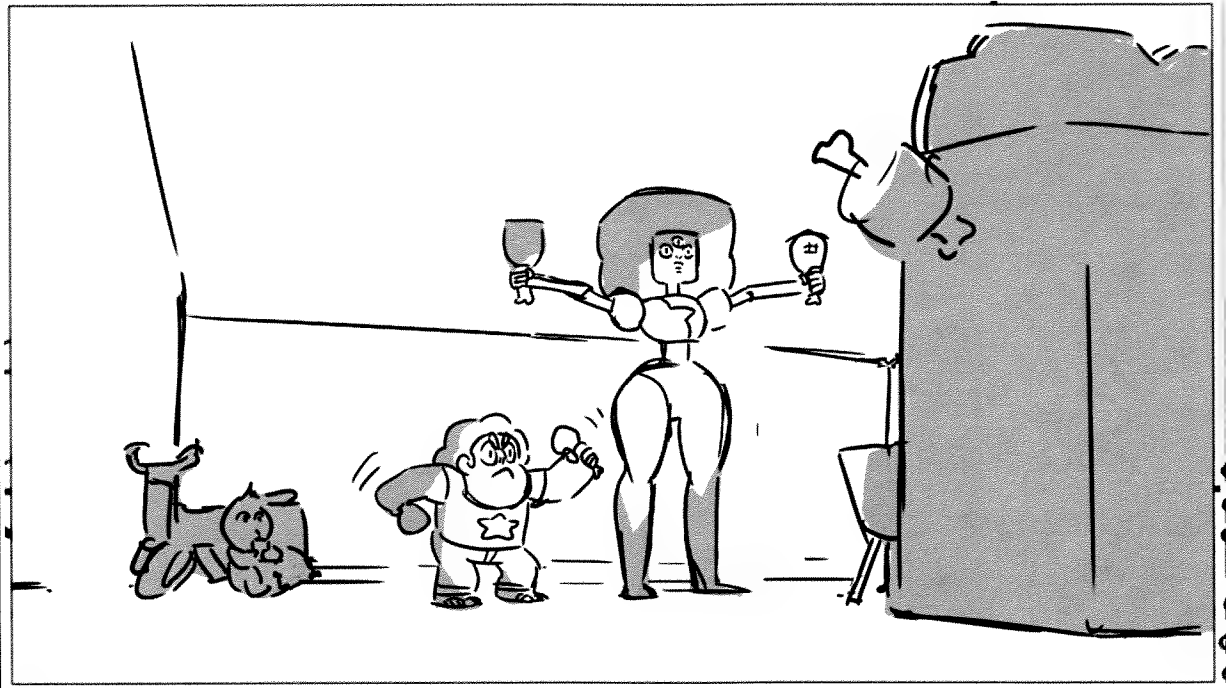
1020-009

NO
SC
199

Scene 198 CONT Panel 19



Scene 200 Panel 1



Slugging
Panels 1 + 2 = 0.11

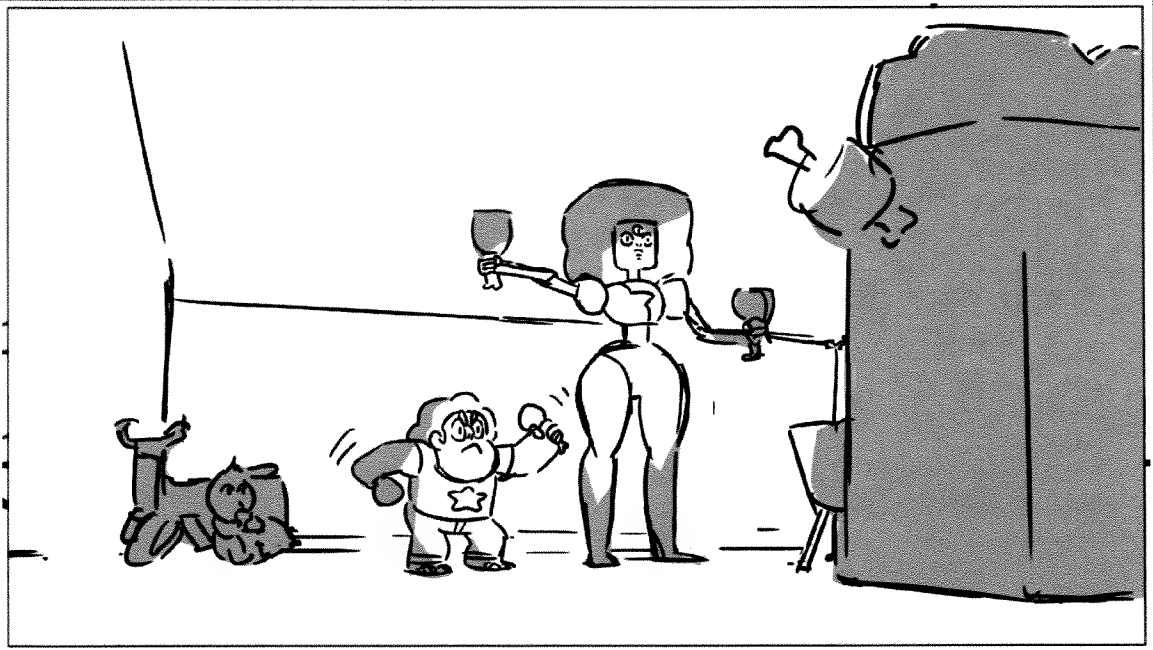
JUN 17 2013

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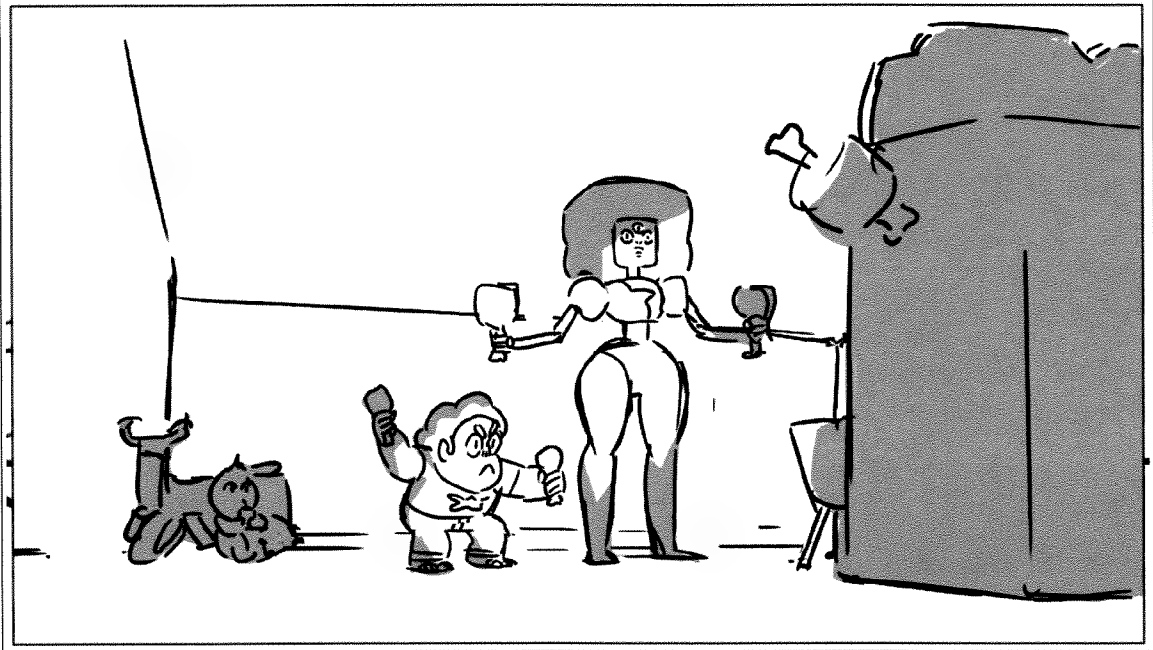
1020-009

1020-009

Scene 200 Panel 2
CONT



Scene 200 Panel 3
CONT



Slugging
Panels 3 + 4 = 1.06

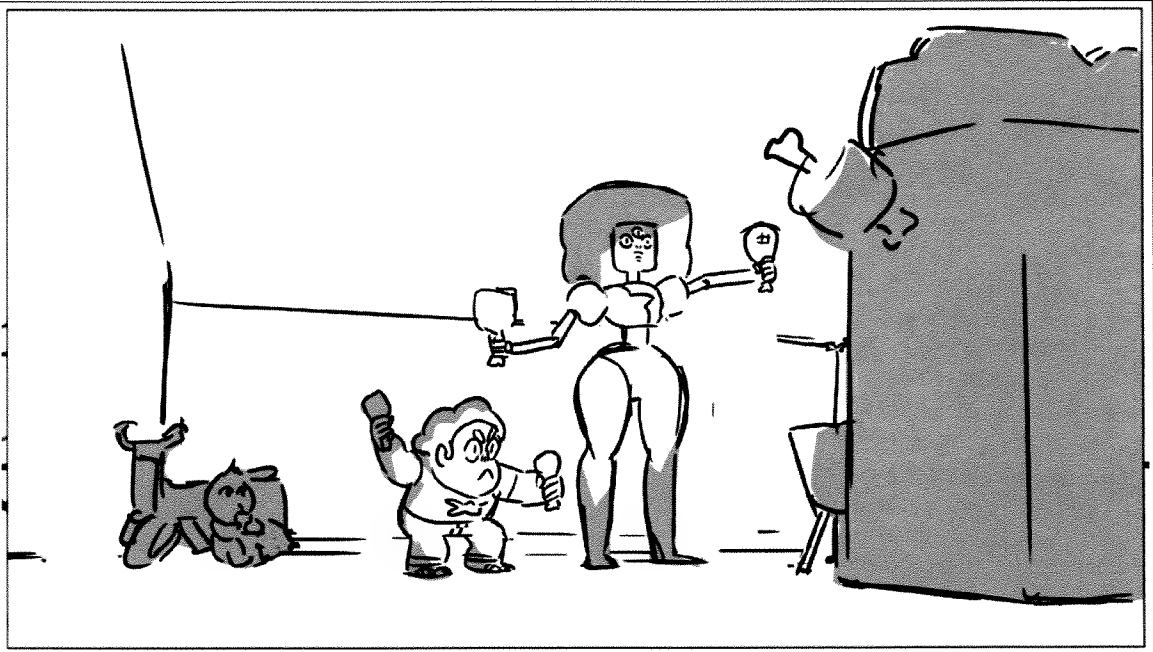
JUN 17 2013

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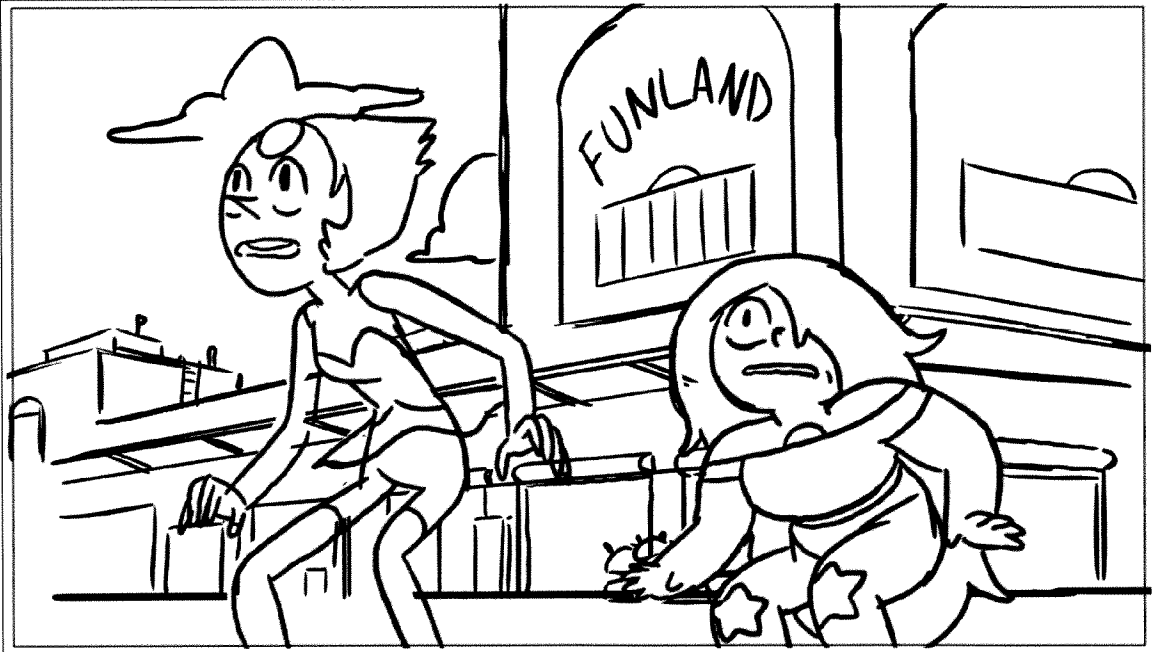
1020.009

1020.009

Scene 200 Panel 4



Scene 201 Panel 1



Slugging
0.08

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1020.009

1020.009

1020.009

Scene 201 **CONT** Panel 2



Dialog
PEARL: AHH!

AMETHYTST: AHH!

Slugging
0.07

Scene 201 **CONT** Panel 3



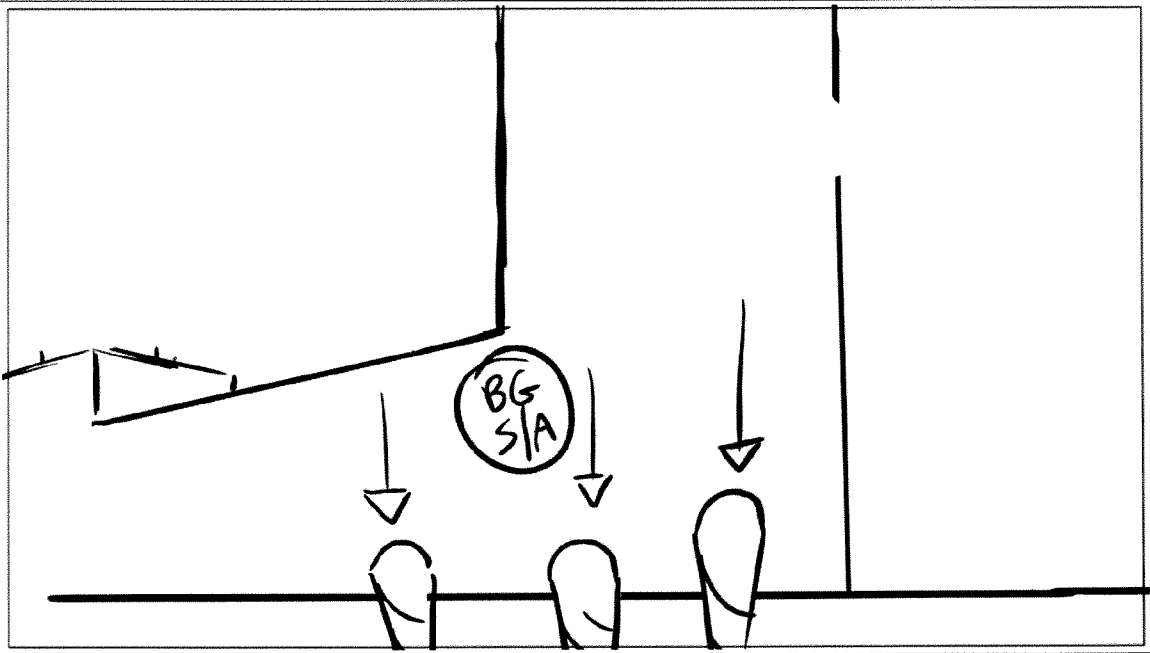
Slugging
0.13

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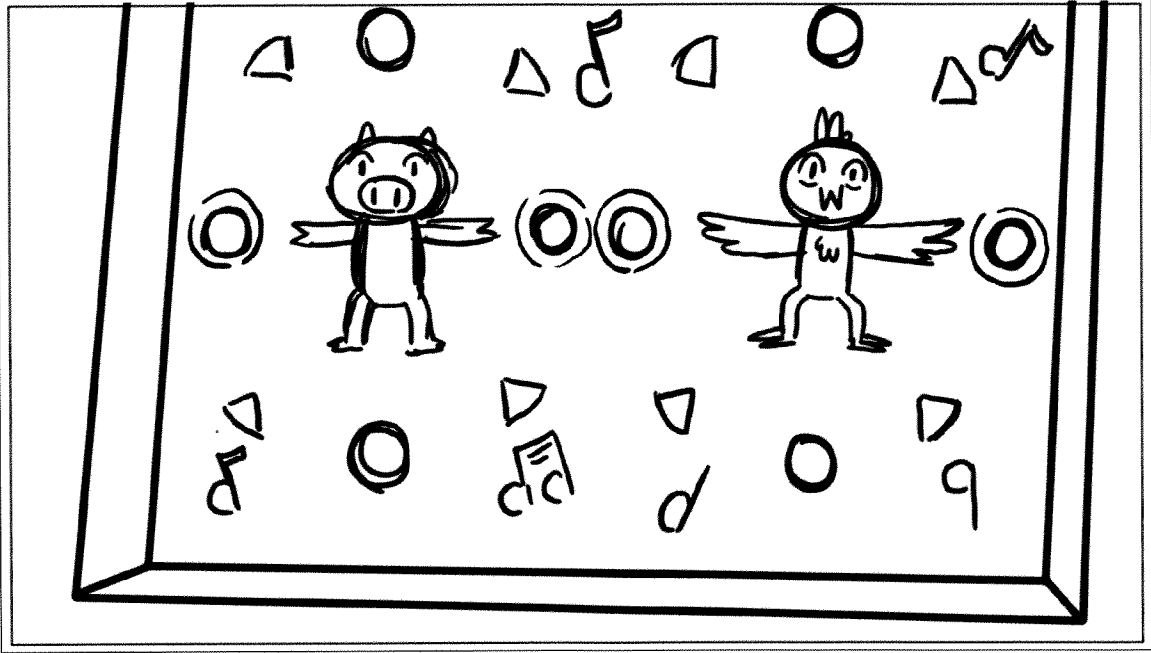
1020-009

Scene	Panel
201	CONT
	4



Slugging
1.01

Scene	Panel
202	
	1



Dialog
GAME
YOU'RE TOASTED!

Action Notes
Panels 1-6 should cycle randomly

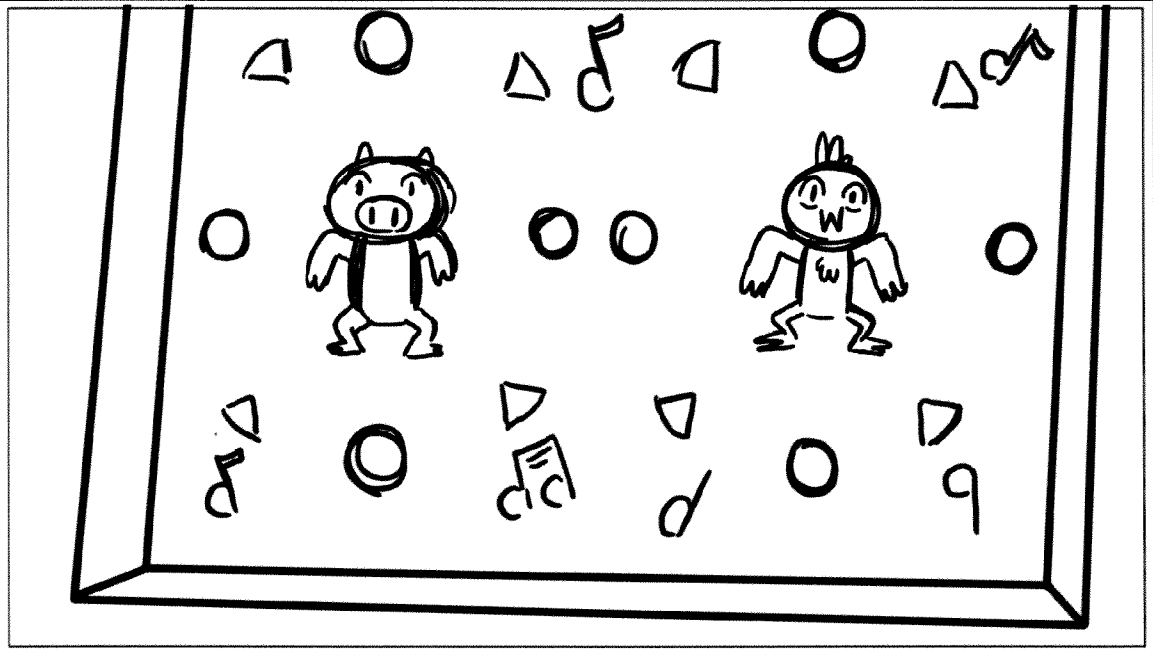
Slugging
1.13
JUN 17 2013

1020.009

1020.009

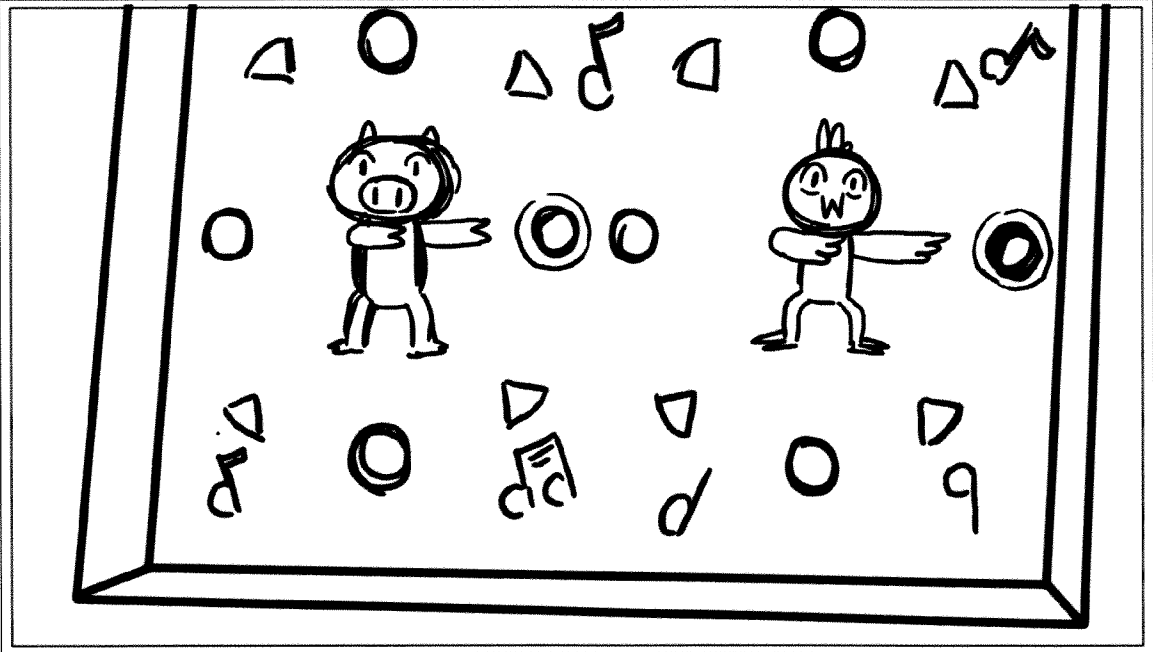
1020.009

Scene	Panel
202	<i>cont</i>
	2



Slugging
0.09

Scene	Panel
202	<i>cont</i>
	3



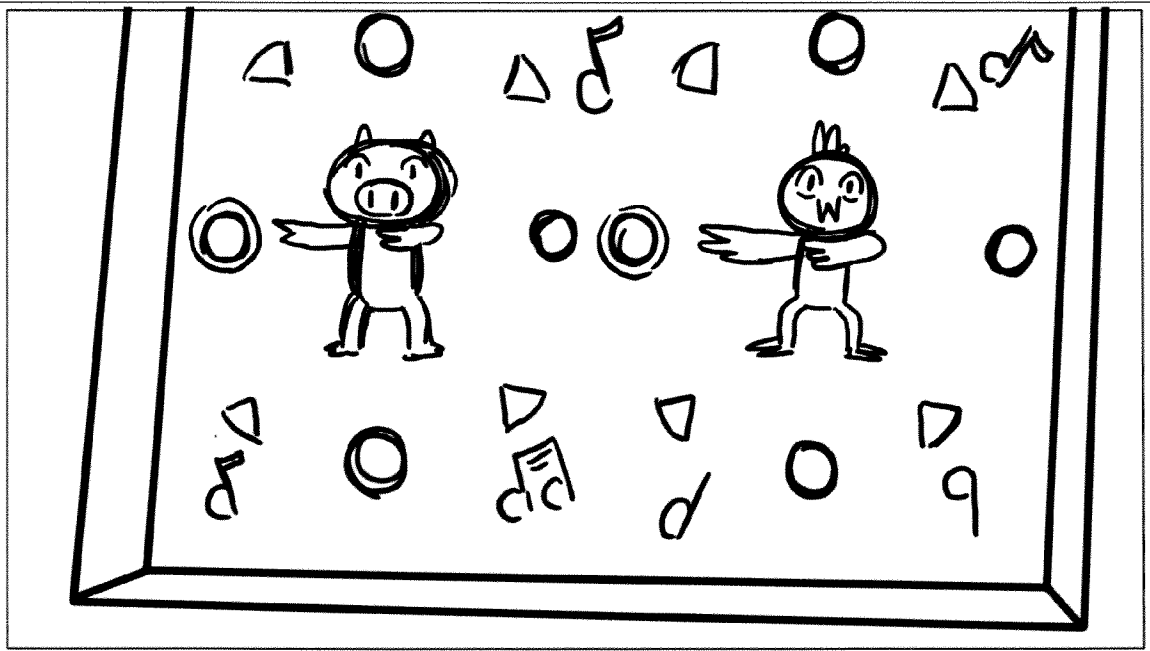
Slugging
0.08

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1020.009

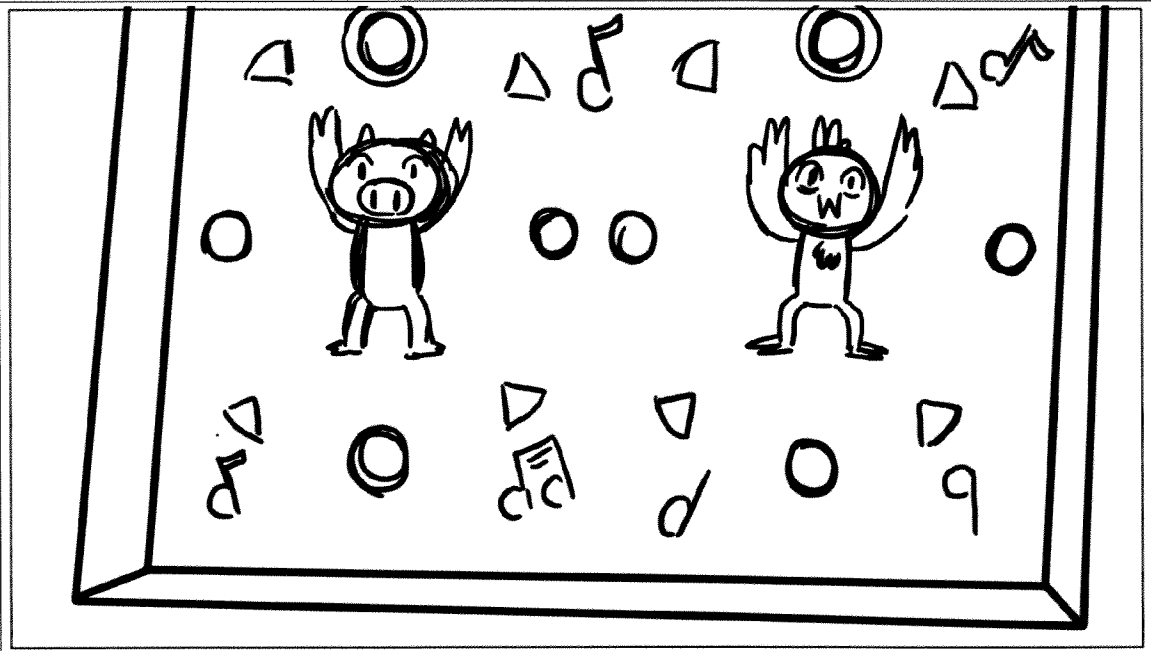
1020.009

Scene	Panel	
202	cont	4



Slugging
0.10

Scene	Panel	
202	cont	5



Slugging
0.08

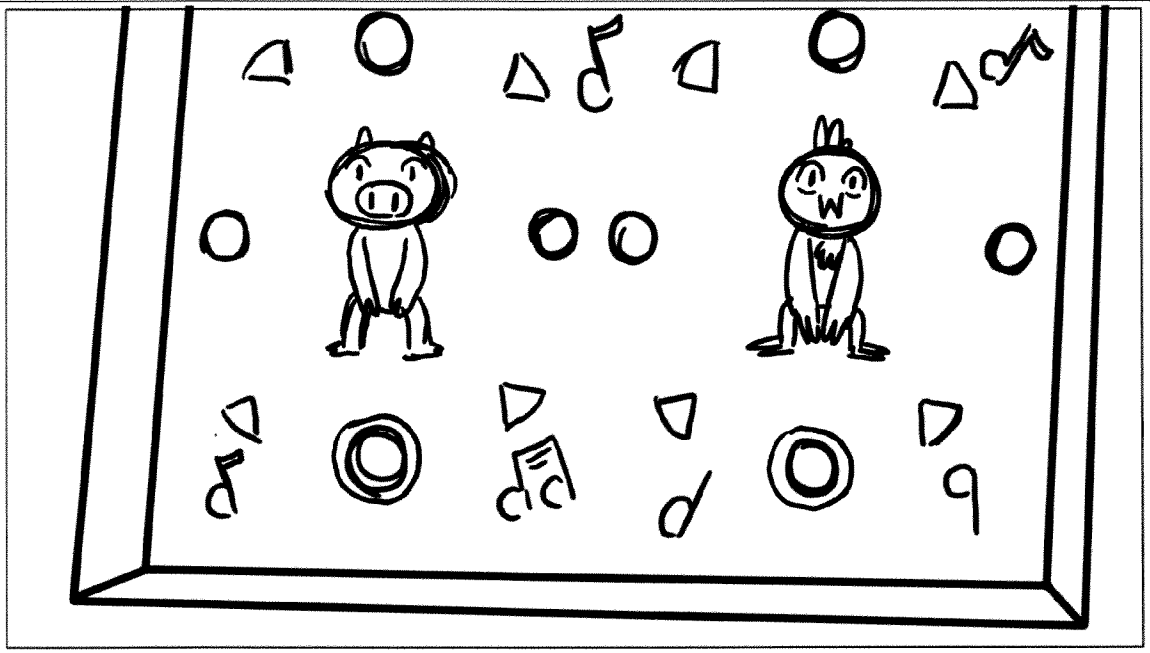
JUN 17 2013

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1020-009

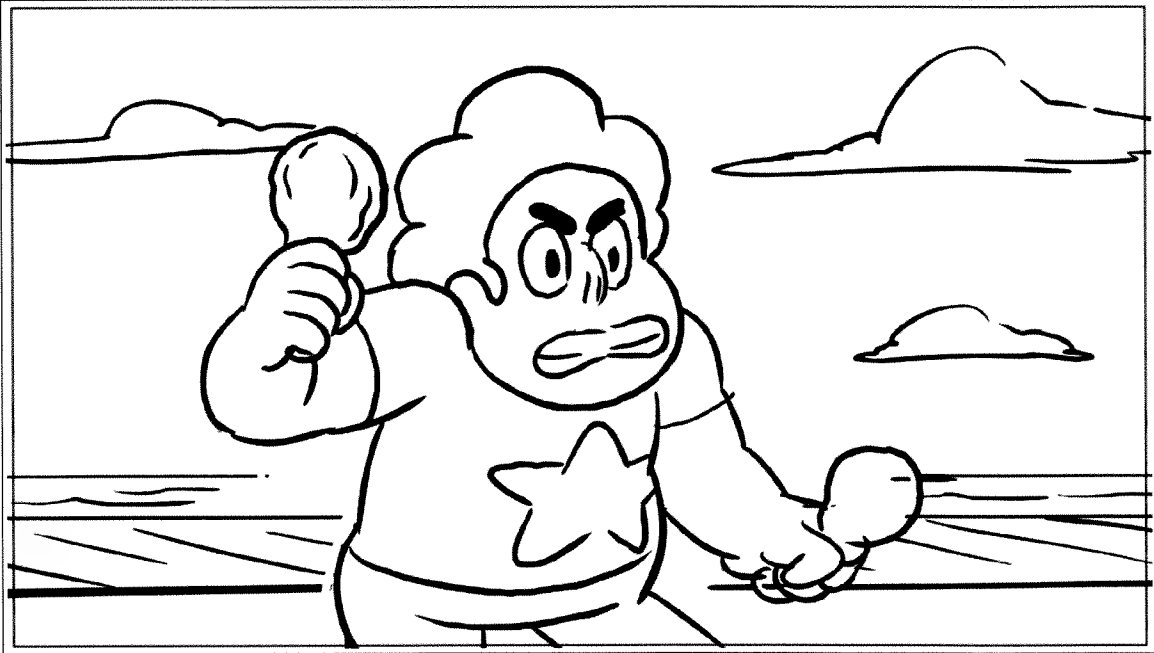
1020-009

Scene	Panel
202	cont 6



Slugging
0.13

Scene	Panel
203	1



Slugging
Panels 1 to 8 = 2.03

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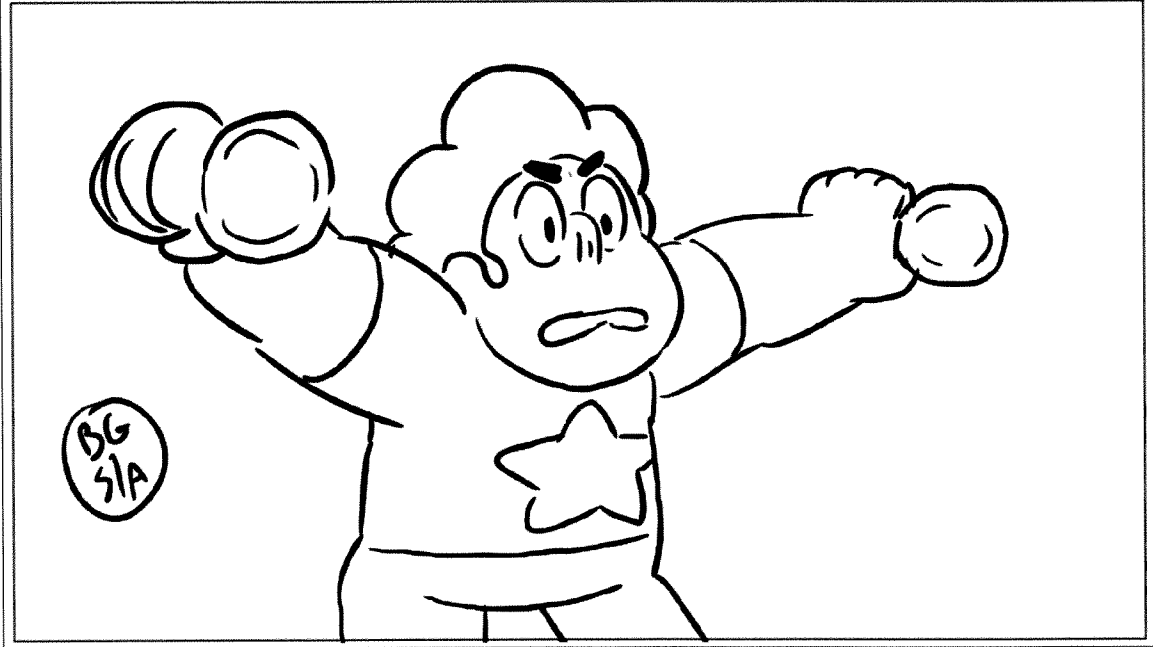
1020-009

1020-009

Scene 203 Panel 2
cont

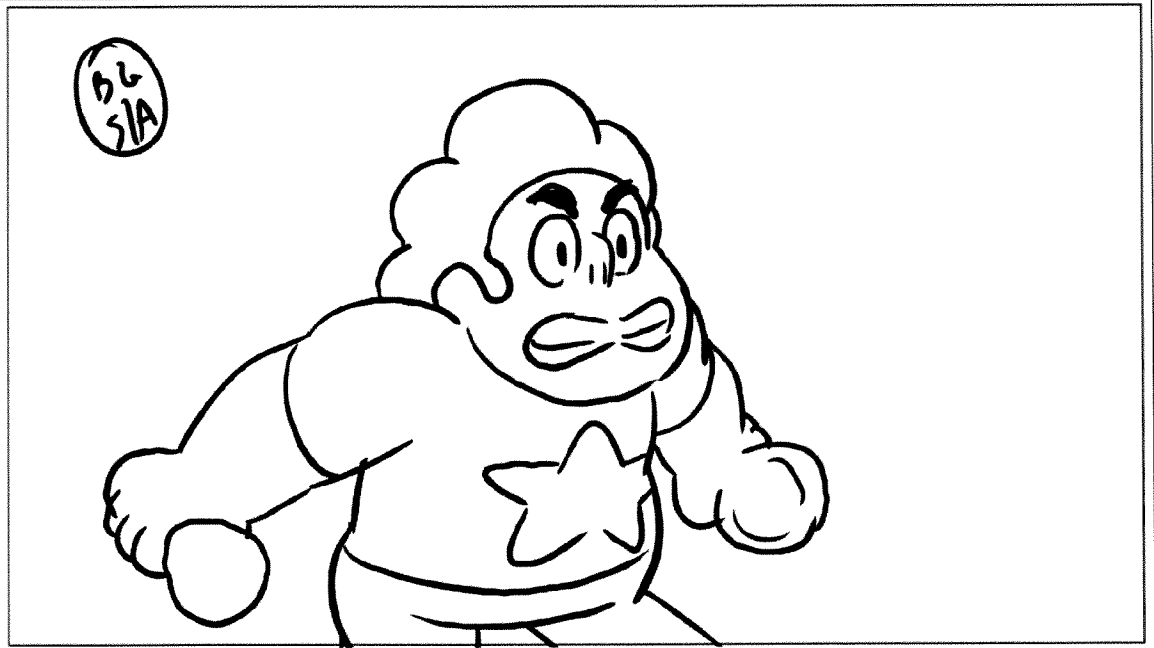


Scene 203 Panel 3
cont



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Scene	Panel
203	CONT
	4



Scene	Panel
203	CONT
	5

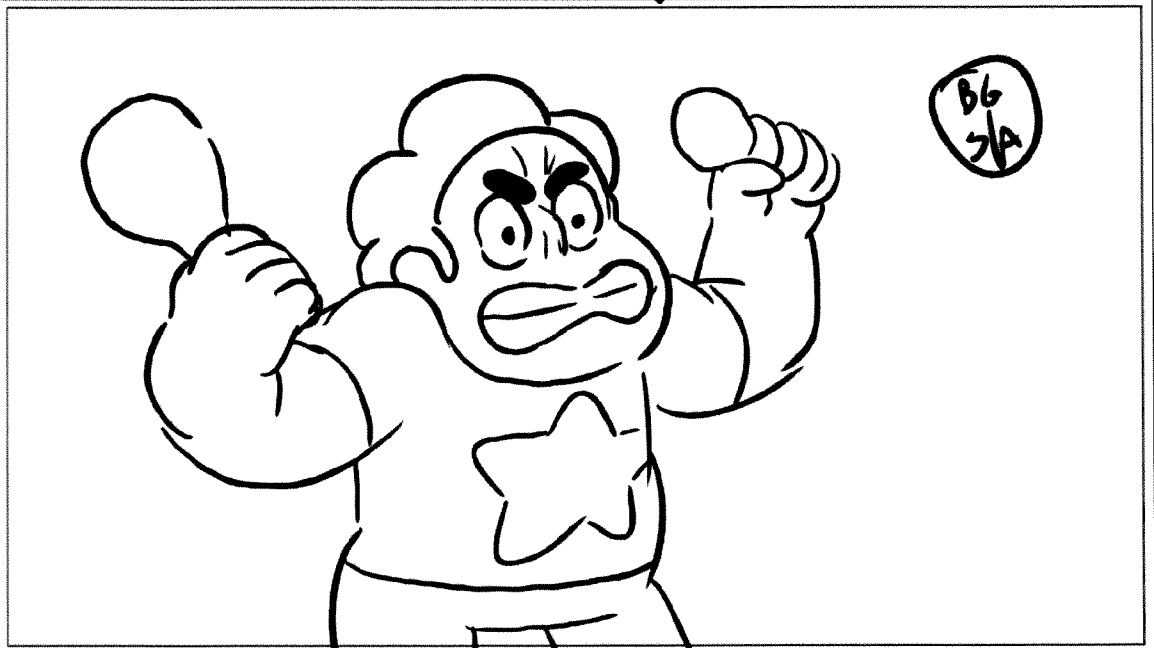


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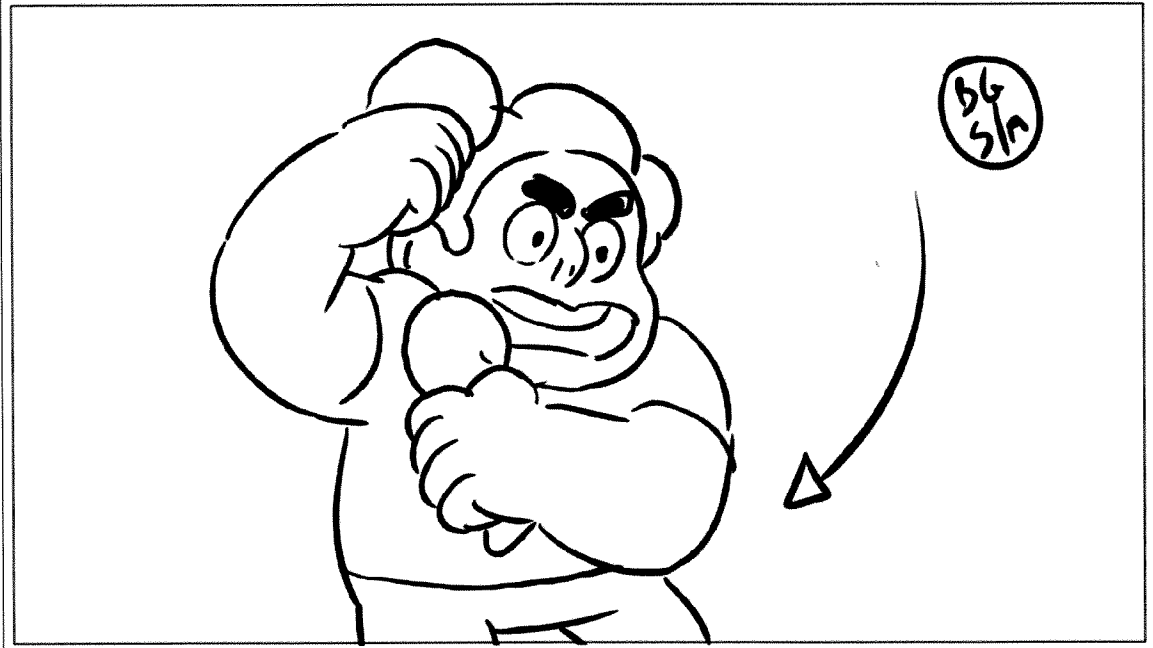
1020-009

1020-009

Scene 203 Panel 6
CONT



Scene 203 Panel 7
CONT



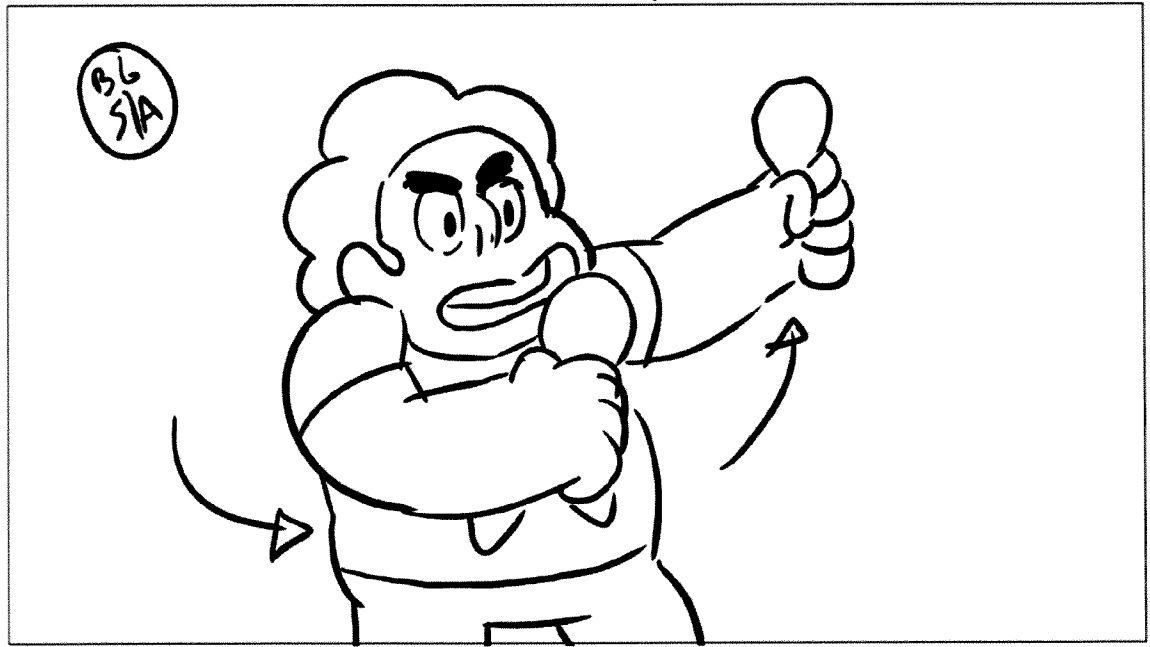
JUN 17 2013

1020-009

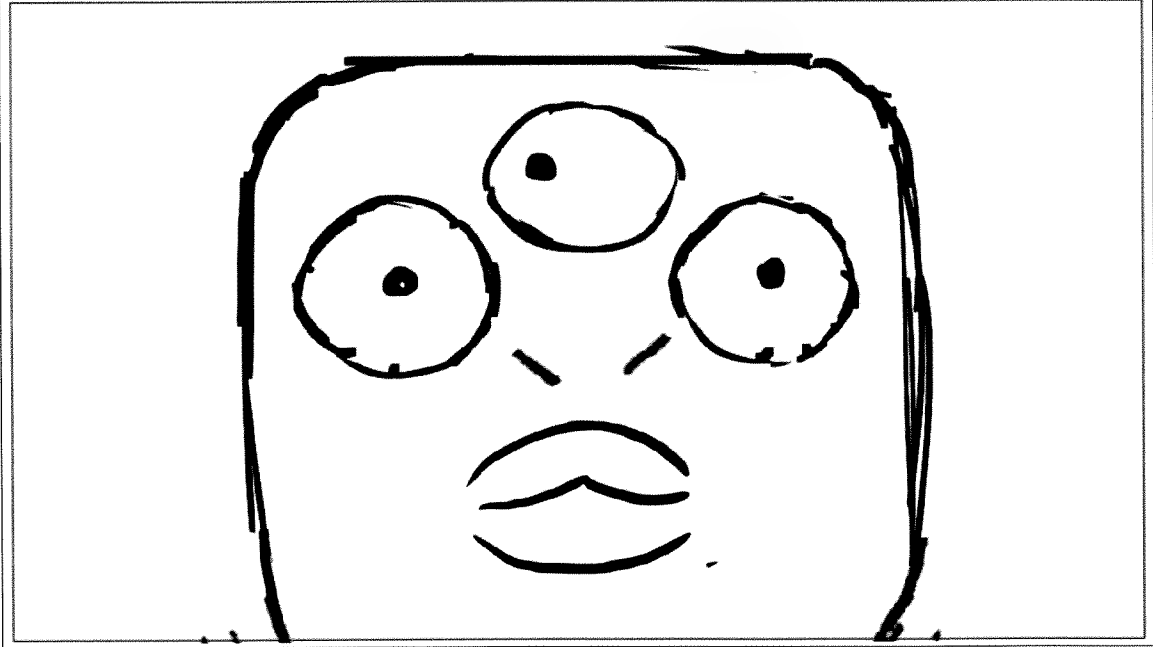
1020-009

1020-009

Scene	Panel
203	8



Scene	Panel
204	1



Slugging
Panels 1 to 5 = 1.12

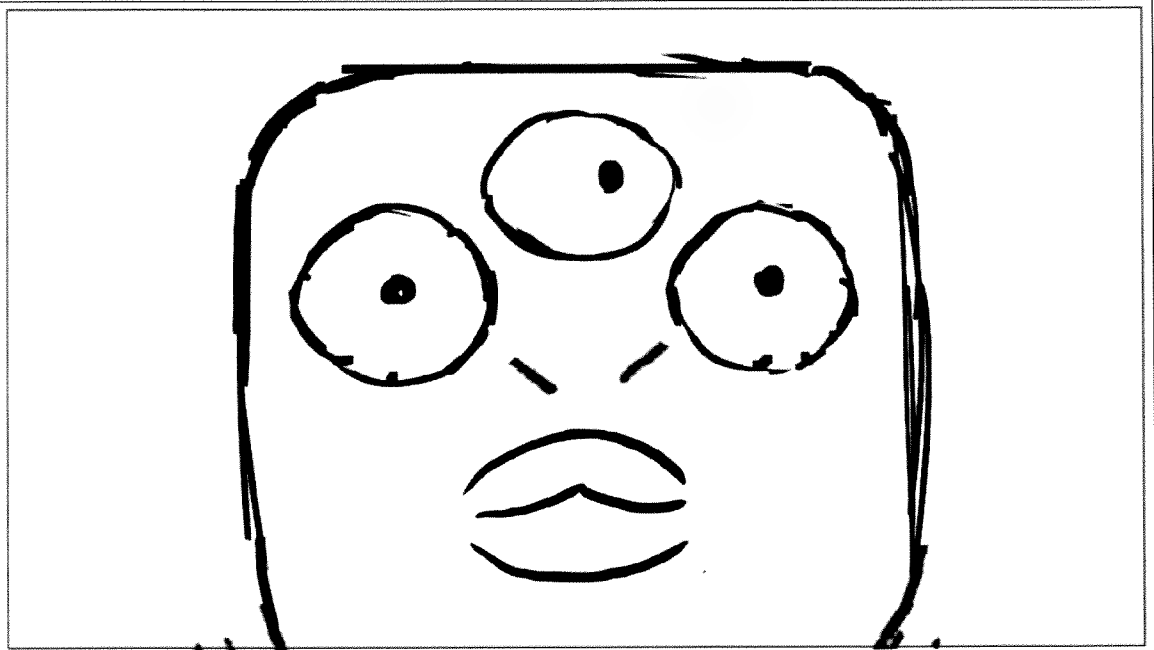
JUN 17 2013

1020-009

1020-009

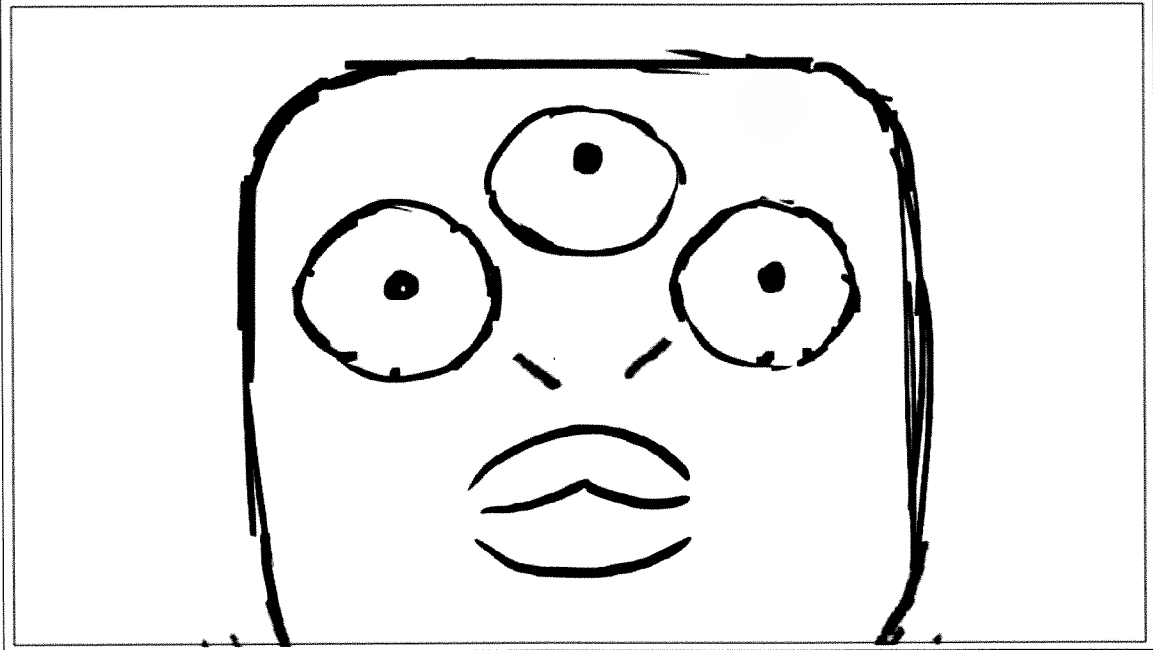
Scene	Panel
204	2

cont



Scene	Panel
204	3

cont



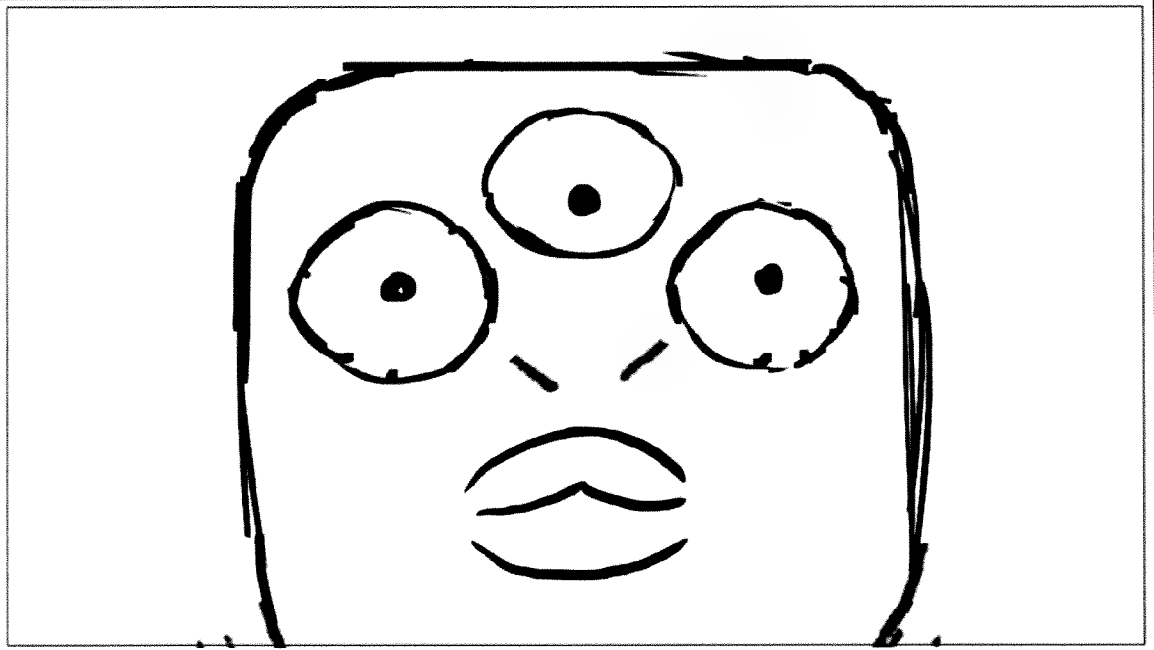
JUN 17 2013

1020.009

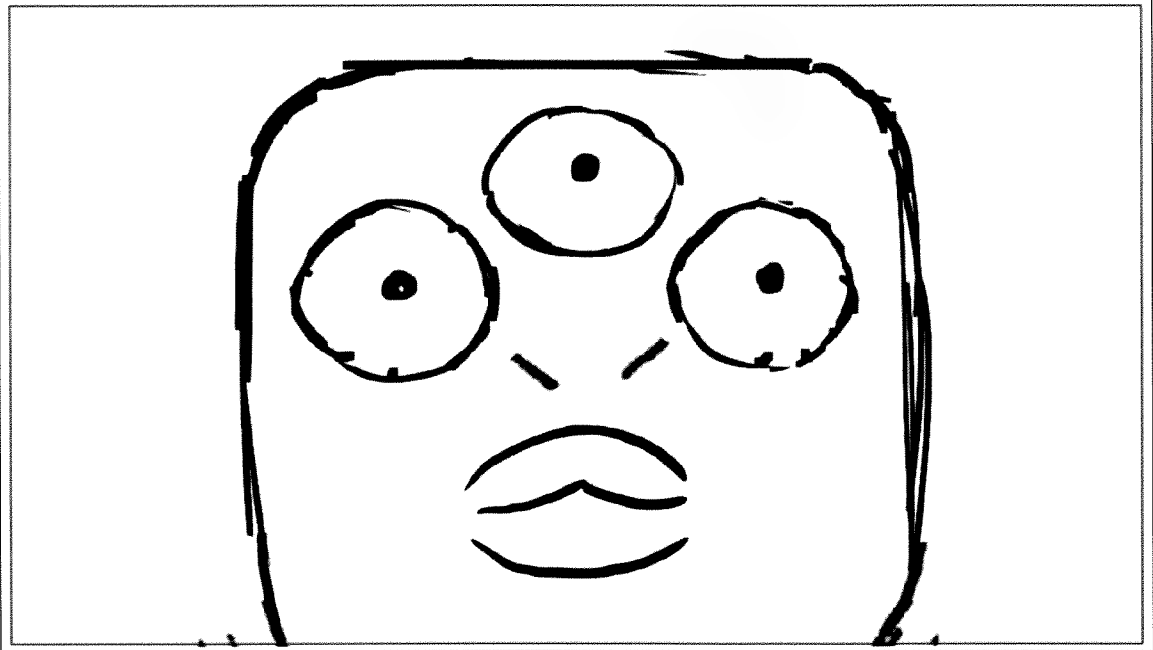
1020.009

1020.009

Scene 204 Panel 4



Scene 204 Panel 5



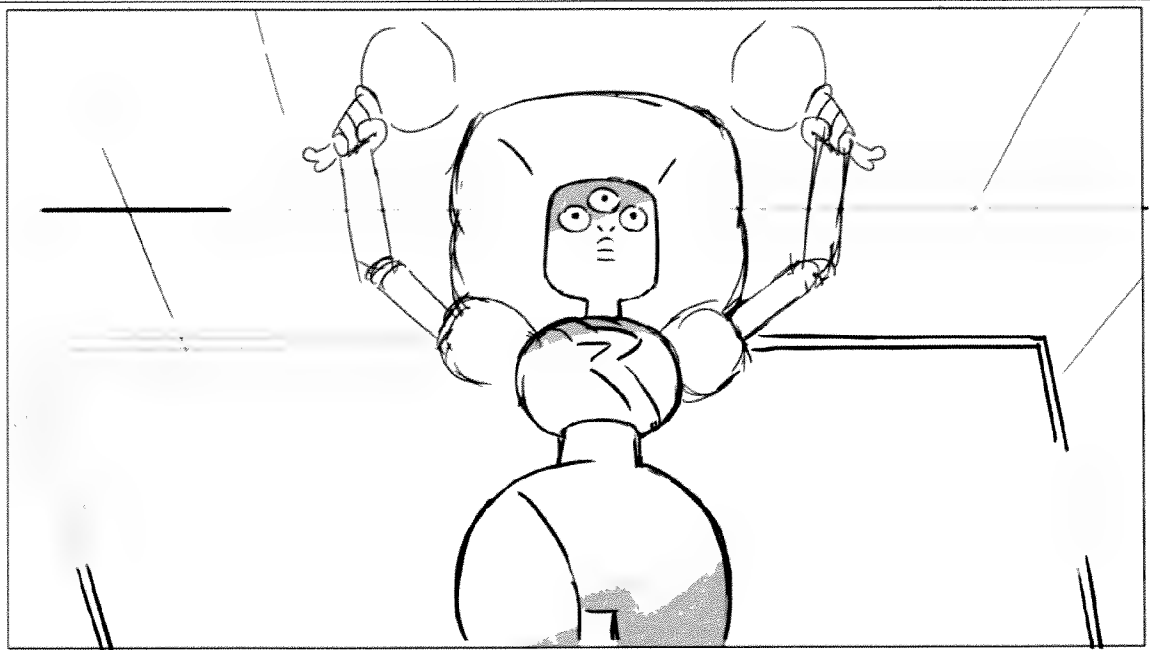
JUN 17 2013

1020-009

1020-009

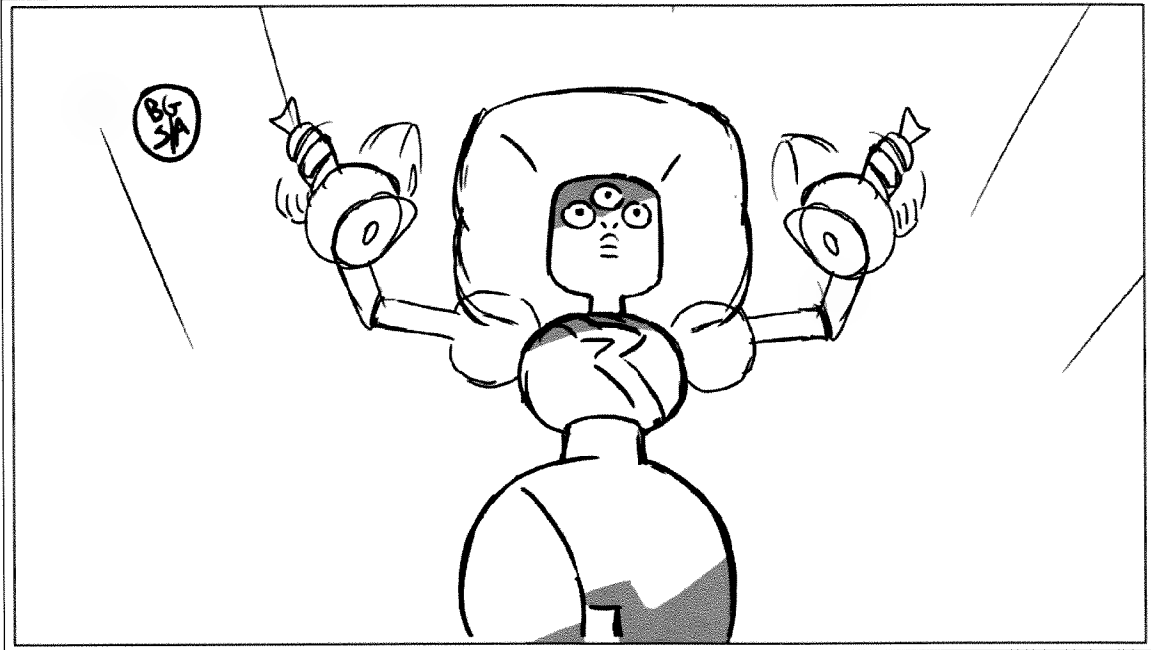
1020-009

Scene	Panel
205	1



Slugging
Panels 1 to 25 = 3.15
0.04

Scene	Panel
205	2



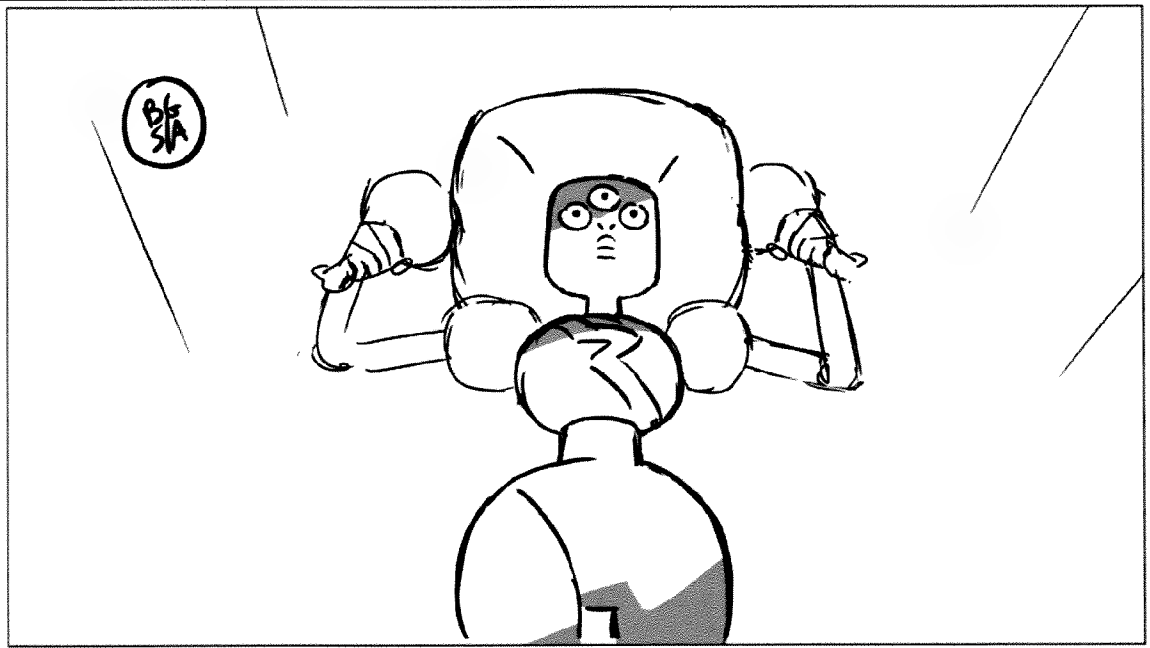
Slugging
0.01

JUN 17 2013

1020-009

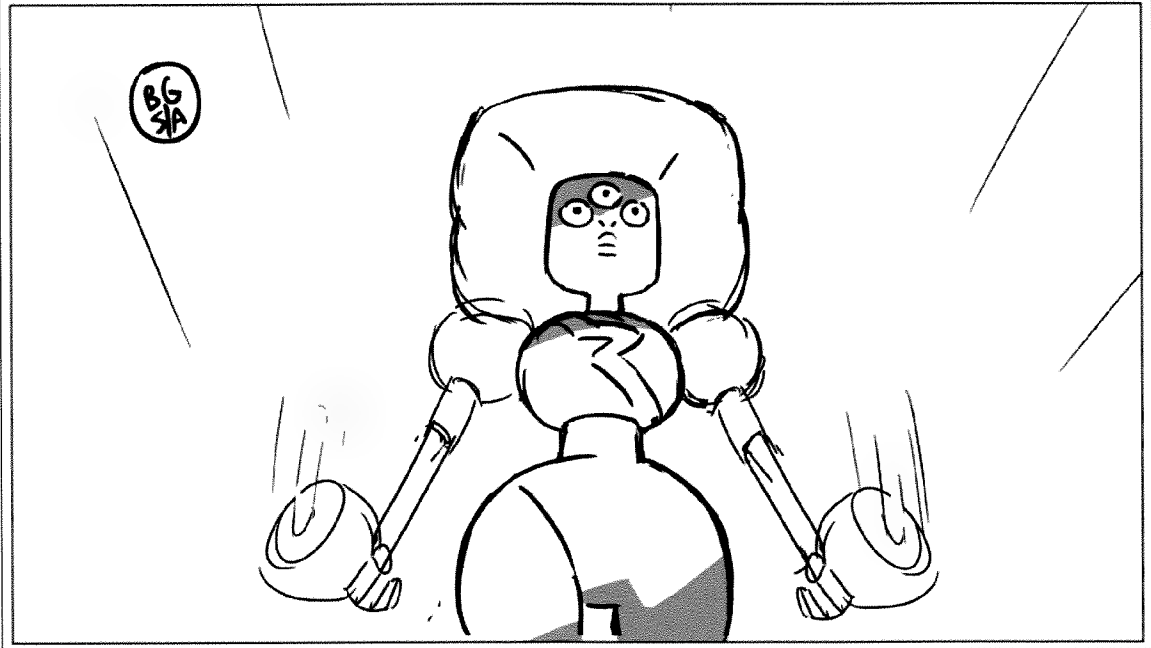
1020-009

Scene 205 Panel 3
cont



Slugging
0.04

Scene 205 Panel 4
cont



Slugging
0.02

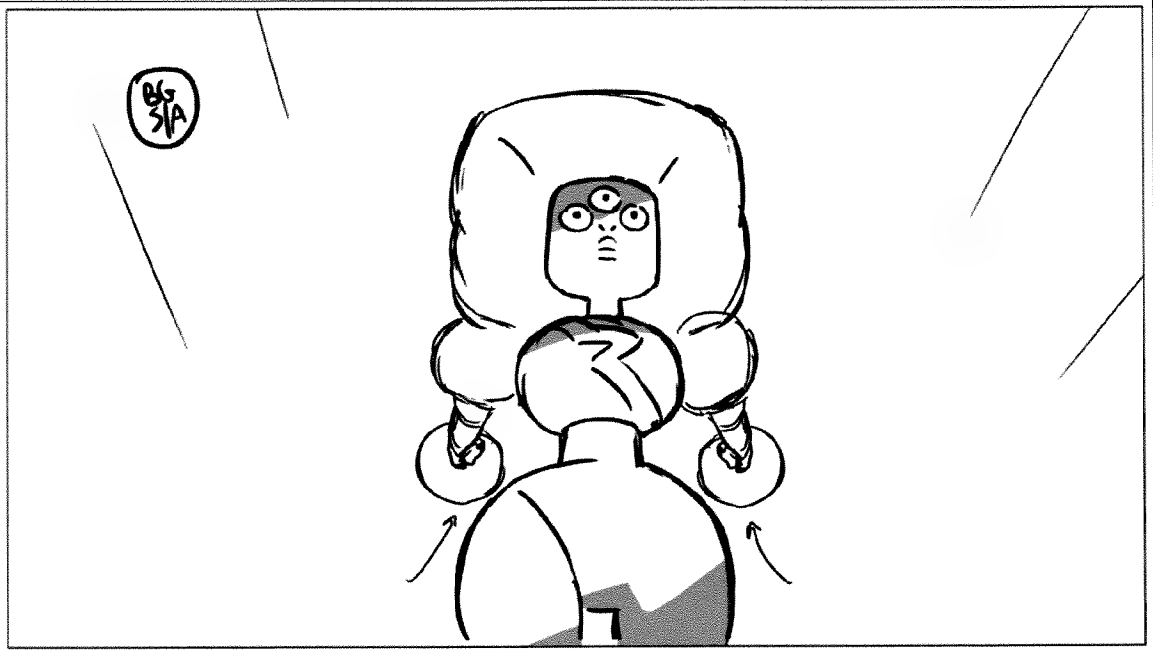
JUN 17 2013

1020-009

1020-0701

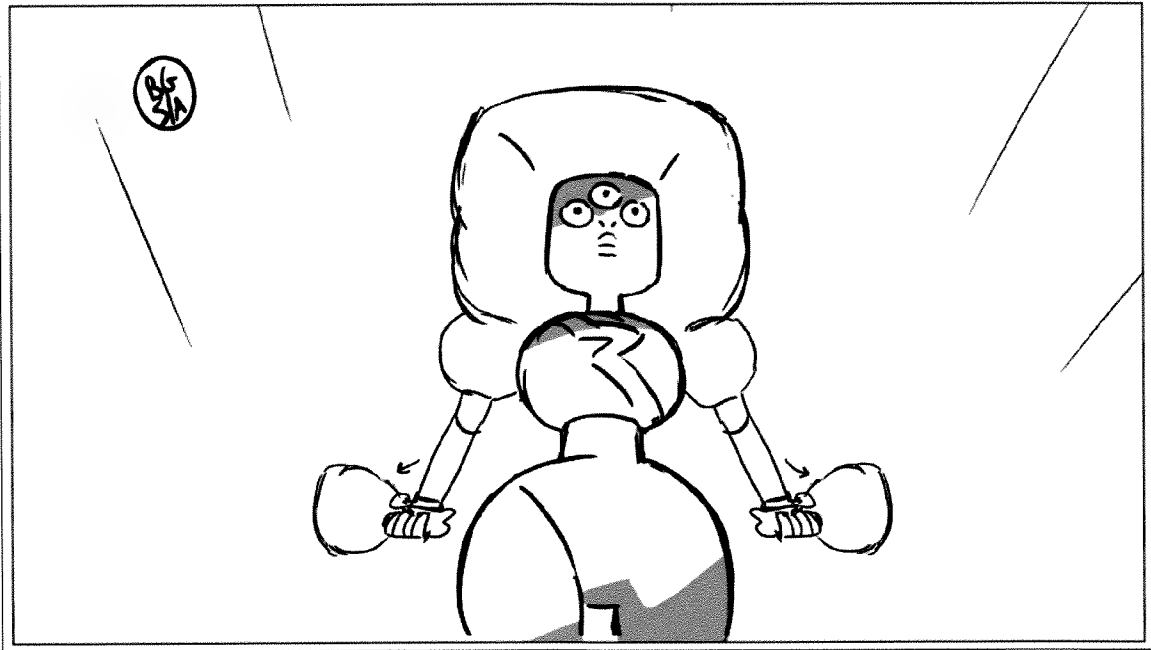
1020-009

Scene 205 Panel 5
cont



Slugging
0.02

Scene 205 Panel 6
cont



Slugging
0.02

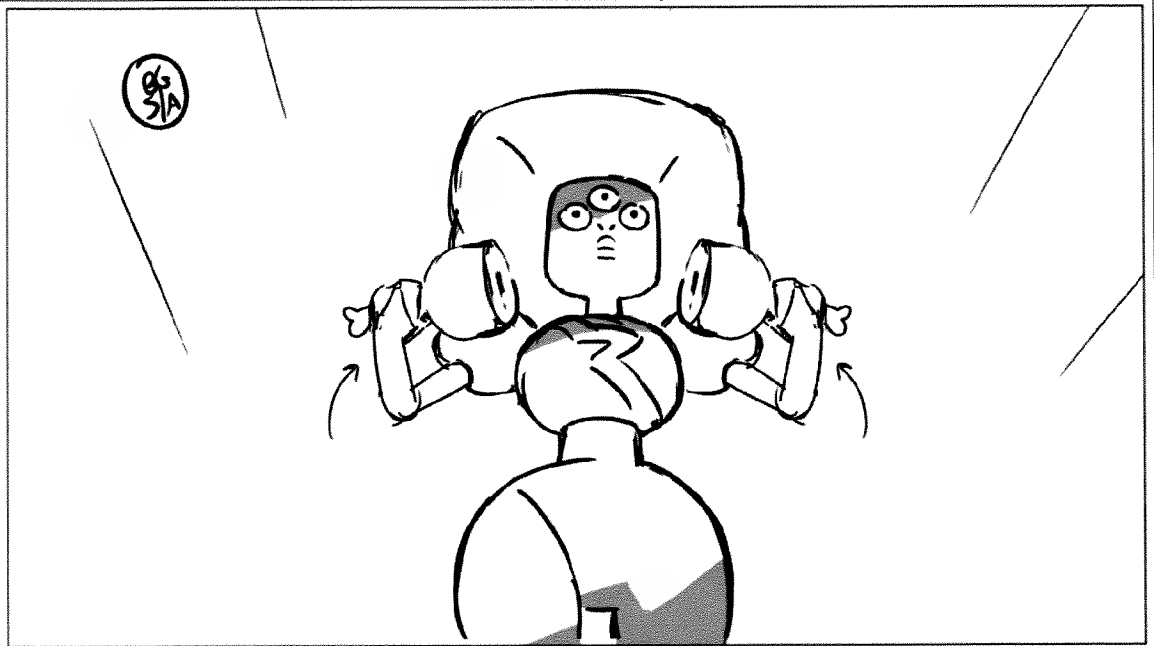
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1020.009

1020.009

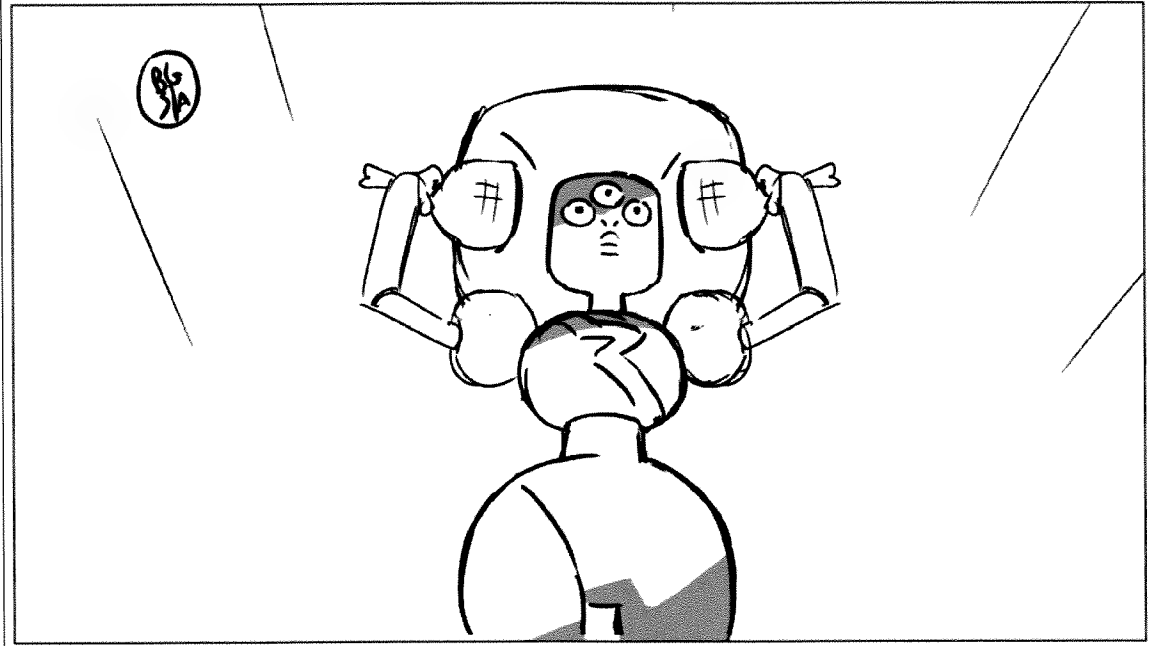
1020.009

Scene	Panel
205	cont
	7



Slugging
0.02

Scene	Panel
205	cont
	8



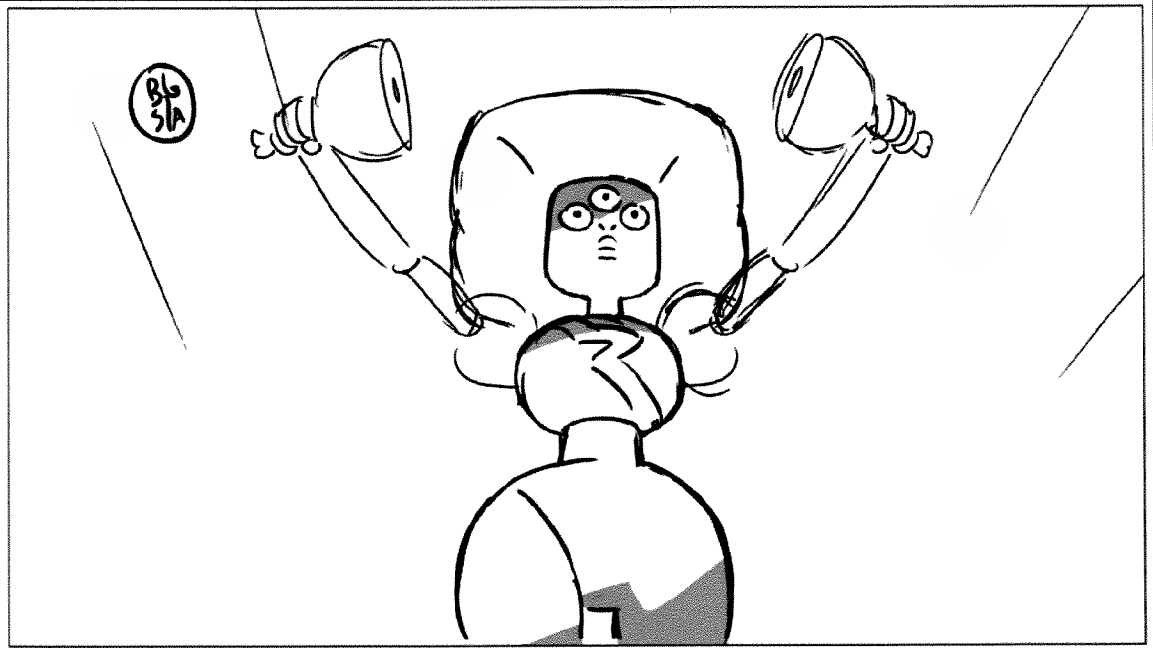
Slugging
0.02

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1020.009

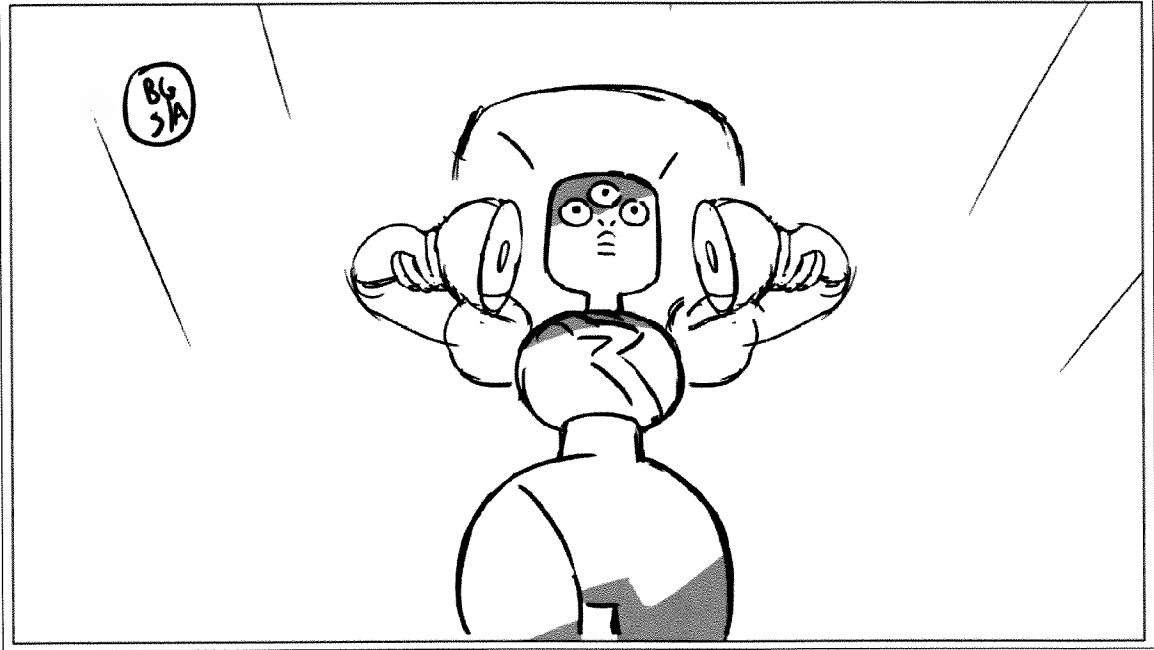
1020.009

Scene 205 Panel 9
CONT



Slugging
0.04

Scene 205 Panel 10
CONT



Slugging
0.04

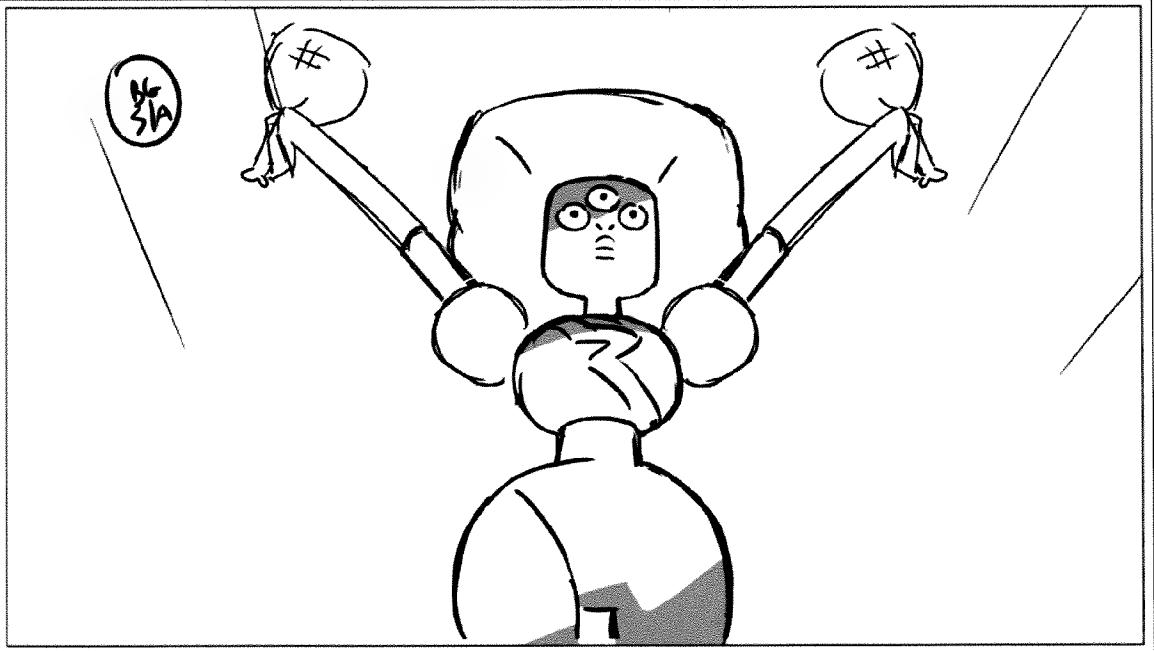
JUN 17 2013

1020-009

1020-009

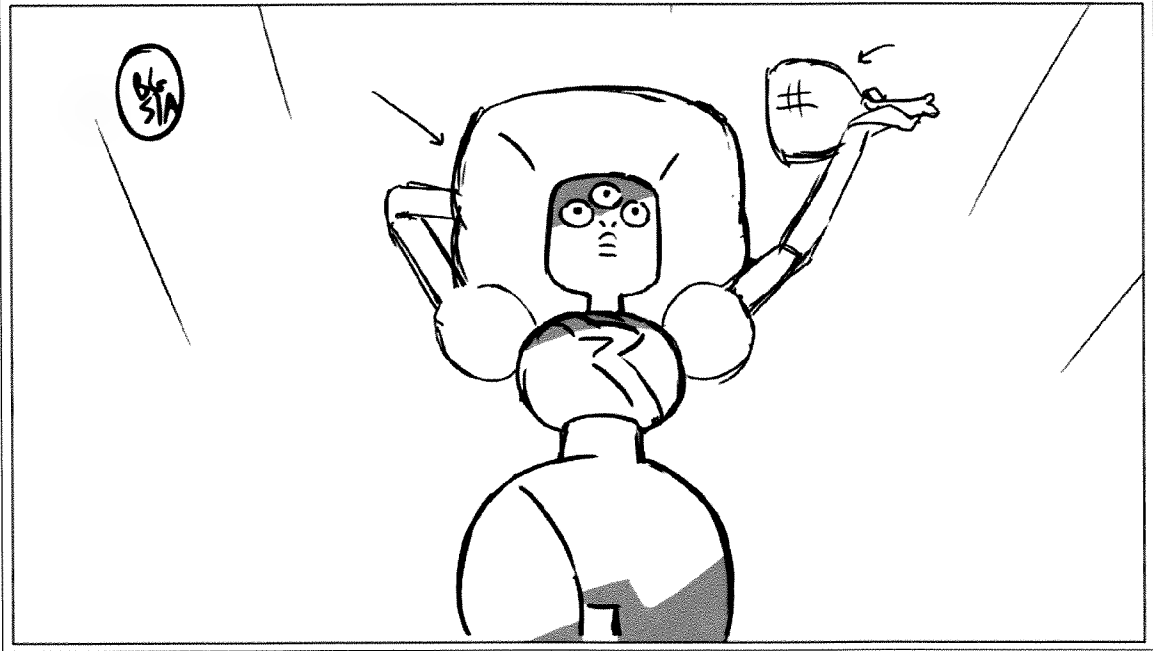
1020-009

Scene 205 Panel 11
cont



Slugging
0.04

Scene 205 Panel 12
cont



Slugging
0.02

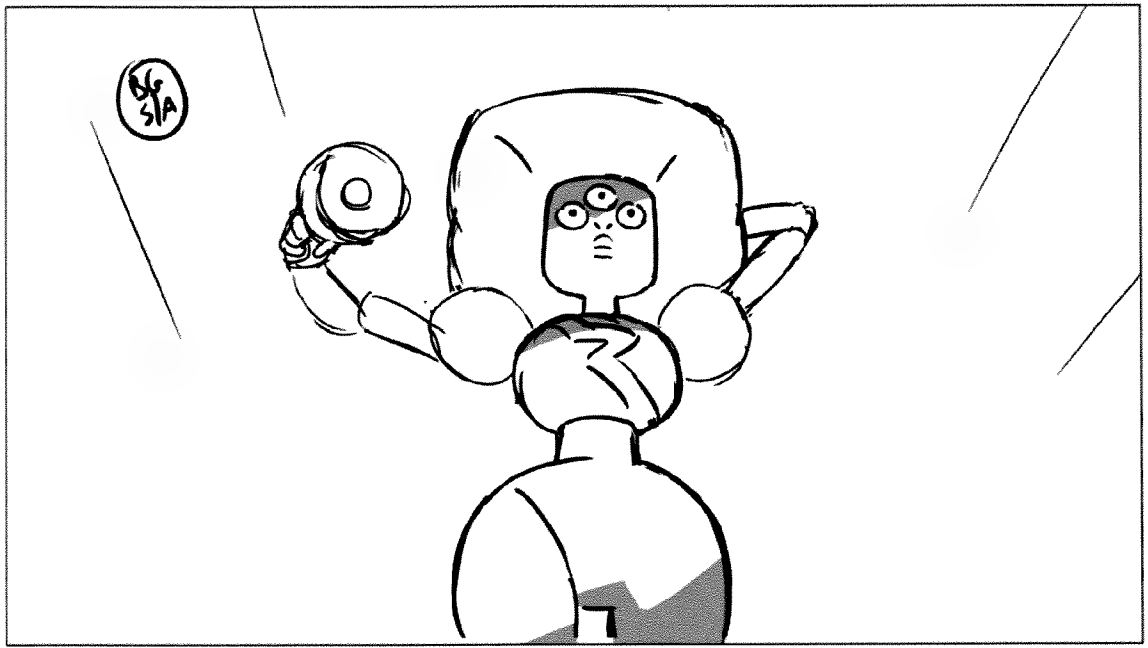
JUN 17 2011

1020.009

1020.009

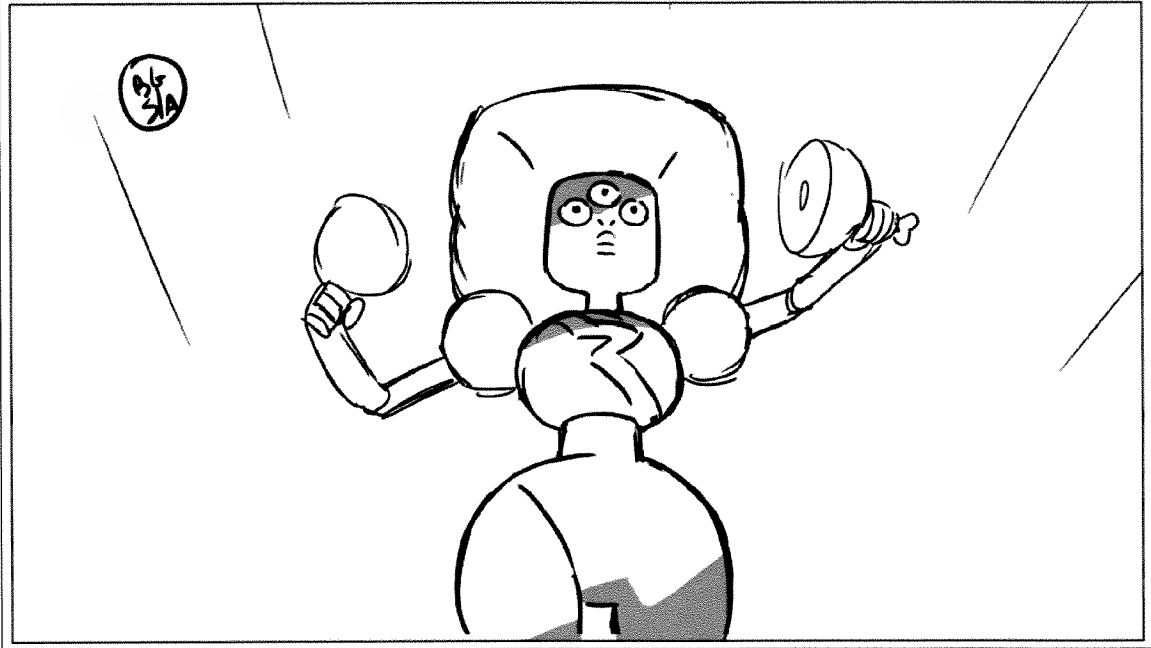
1020.009

Scene
205
Panel
13



Slugging
0.02

Scene
205
Panel
14



Slugging
0.02

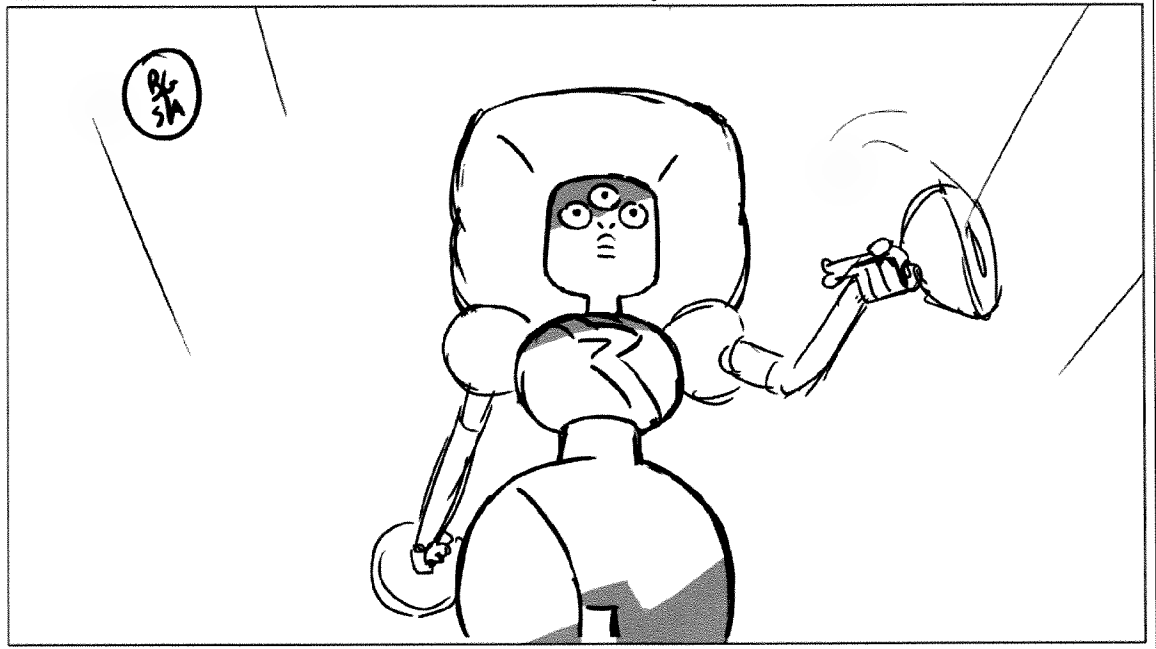
JUN 17 2013

1020-009

1020-009

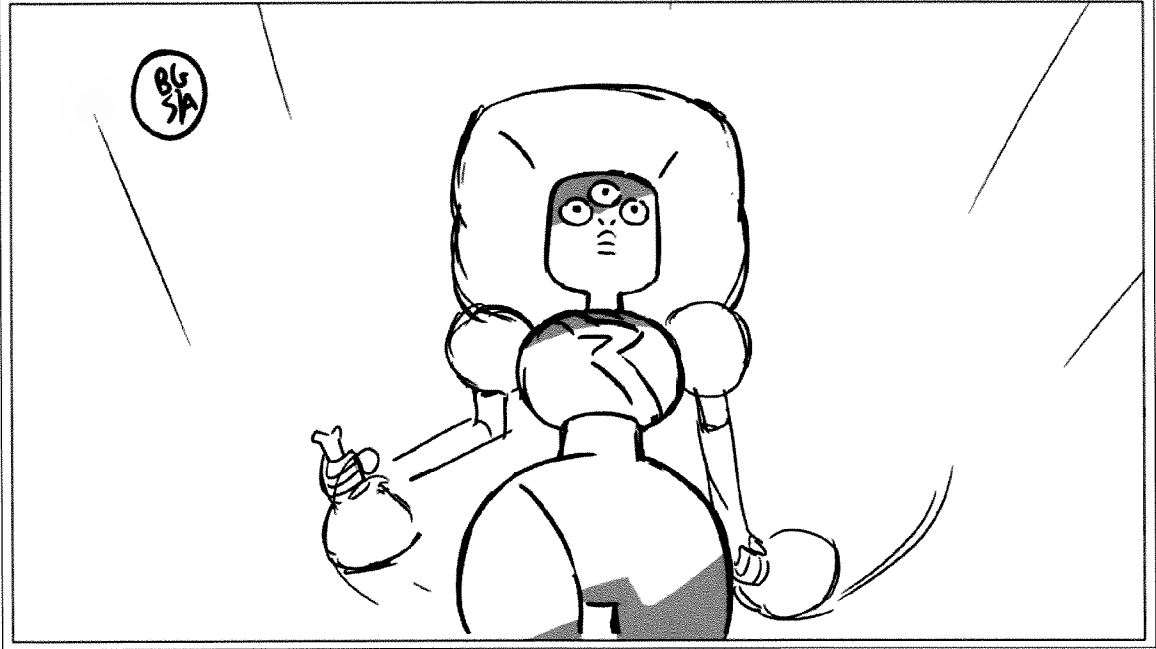
1020-009

Scene 205 Panel 15



Slugging
0.02

Scene 205 Panel 16



Slugging
0.02

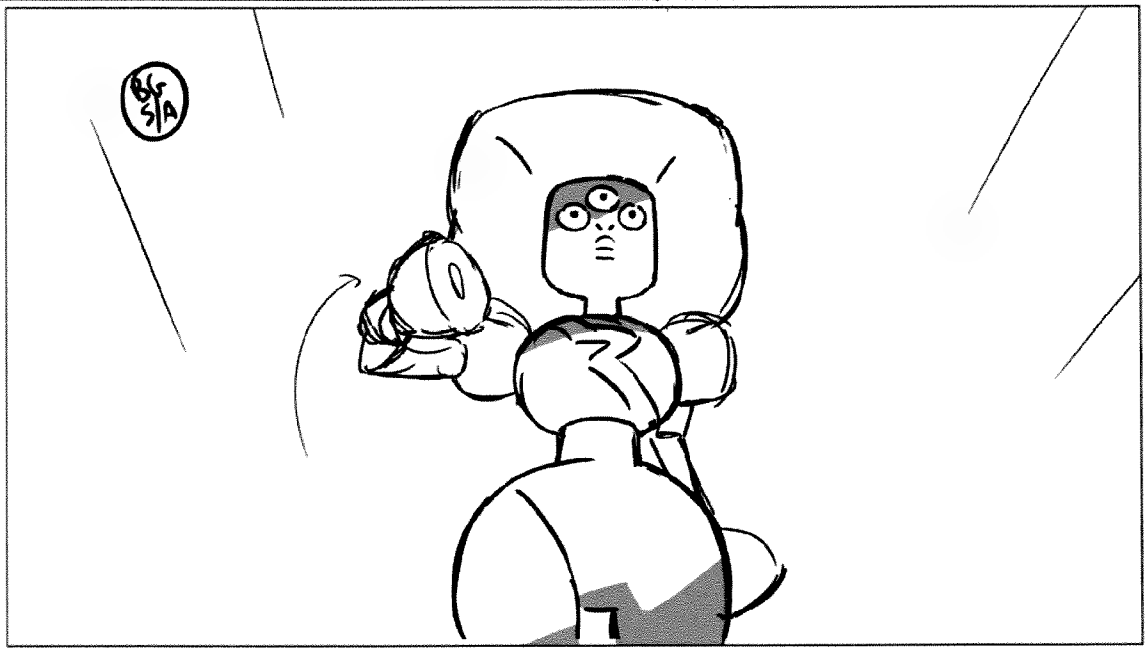
JUN 17 2013

1020.009

1020.009

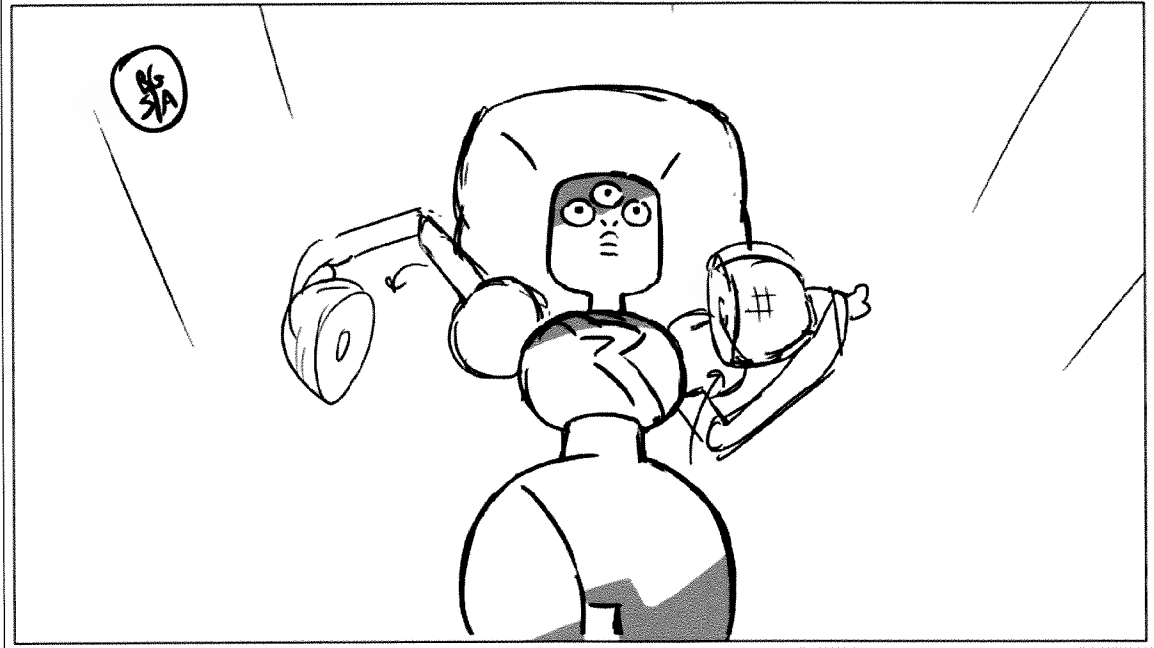
1020.009

Scene 205 Panel 17
cont



Slugging
0.02

Scene 205 Panel 18
cont



Slugging
0.02

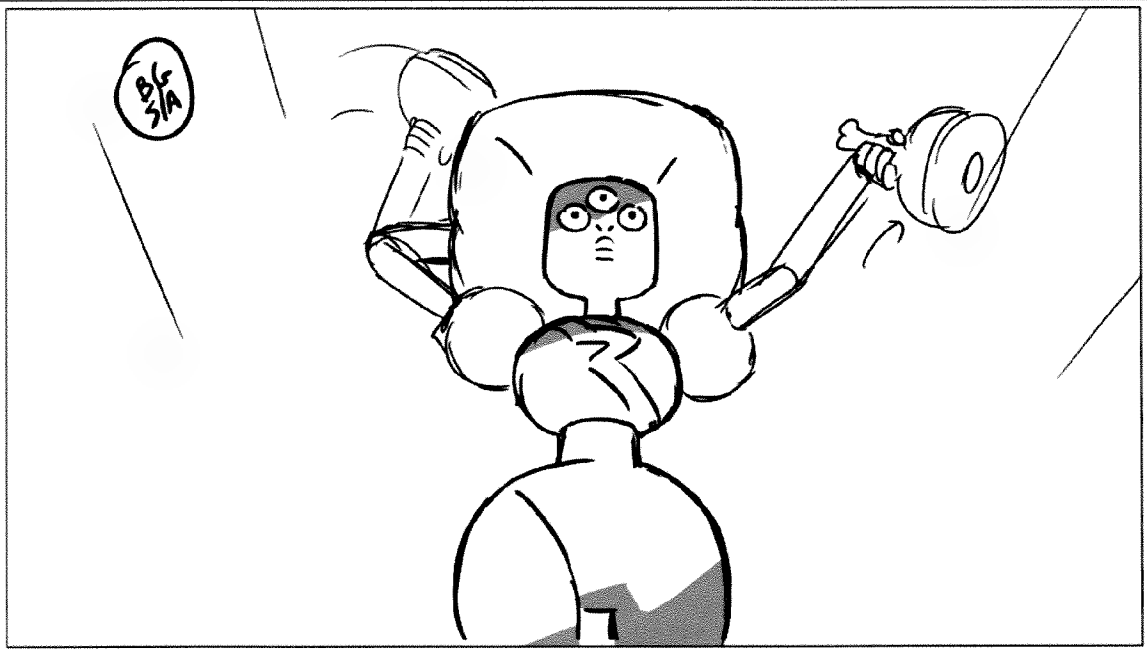
JUN 17 2013

1020-009

1020-009

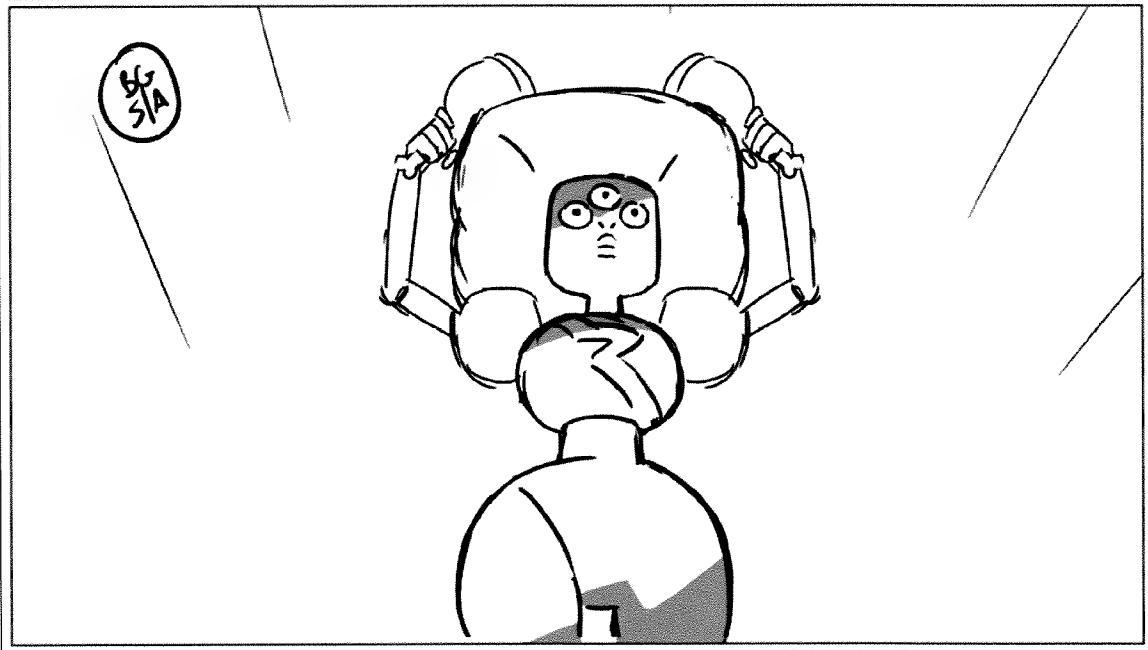
1020-009

Scene 205 Panel 19



Slugging
0.02

Scene 205 Panel 20



Slugging
0.02

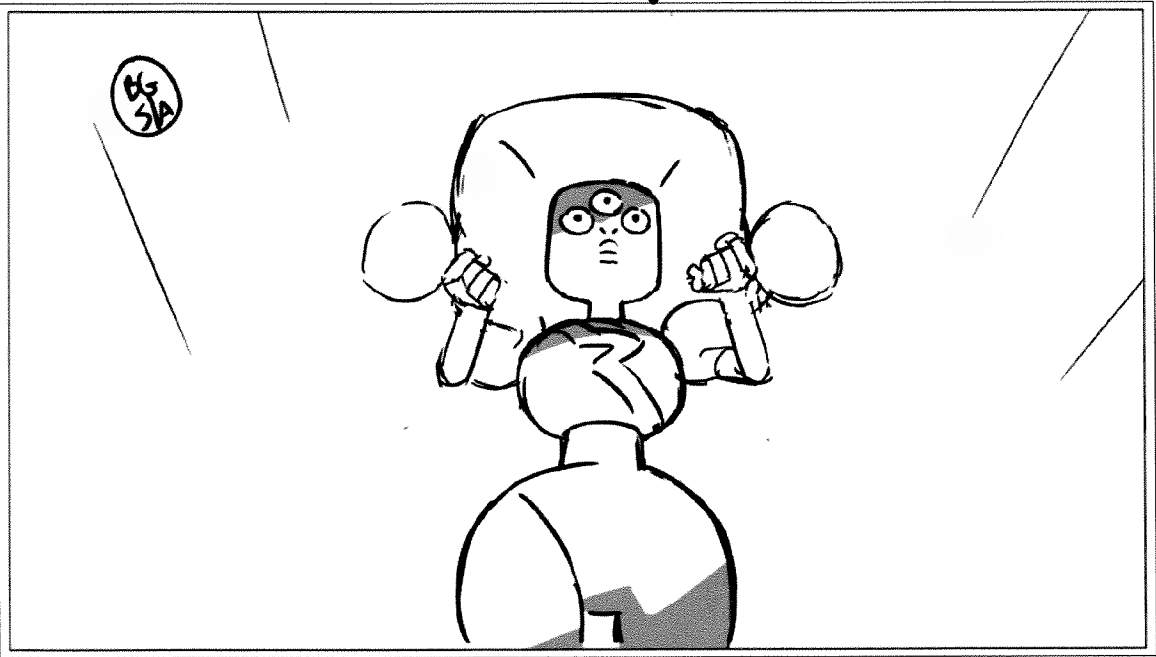
JUN 17 2013

1020.009

1020.009

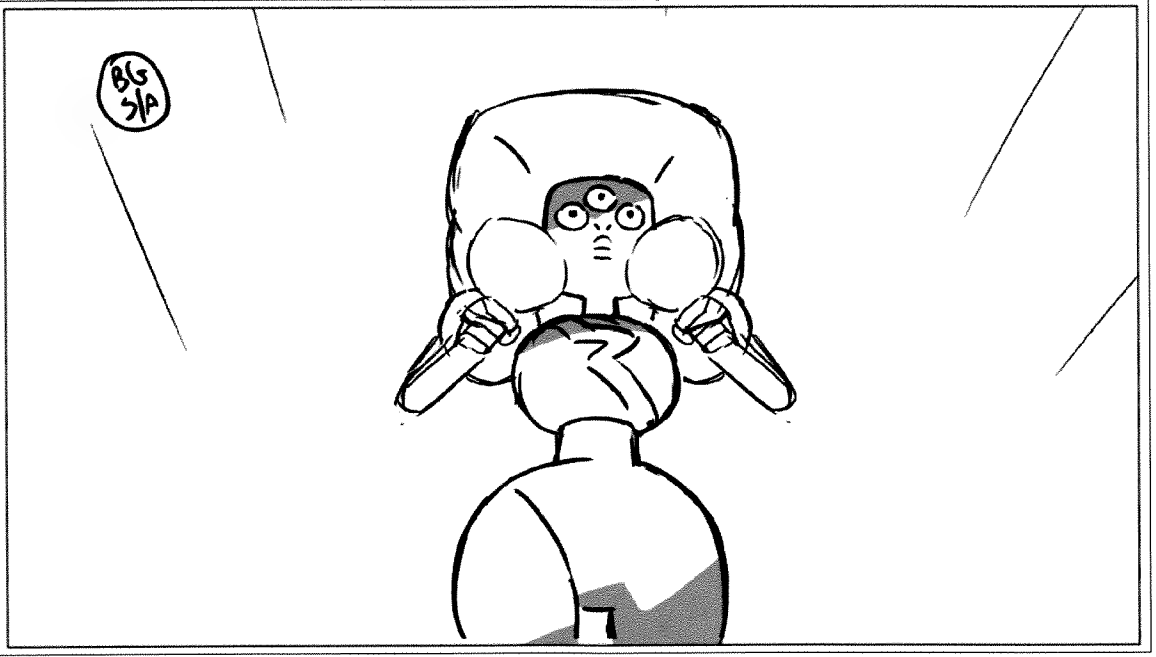
1020.009

Scene 205 Panel 21



Slugging
0.02

Scene 205 Panel 22



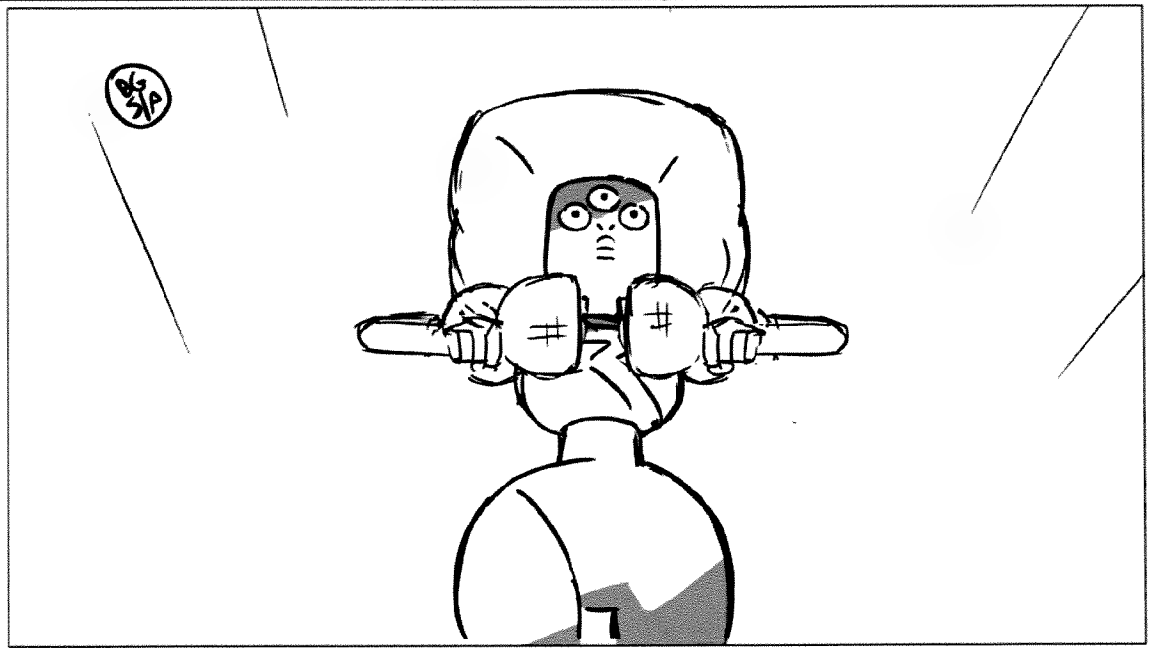
Slugging
0.02

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1020-009

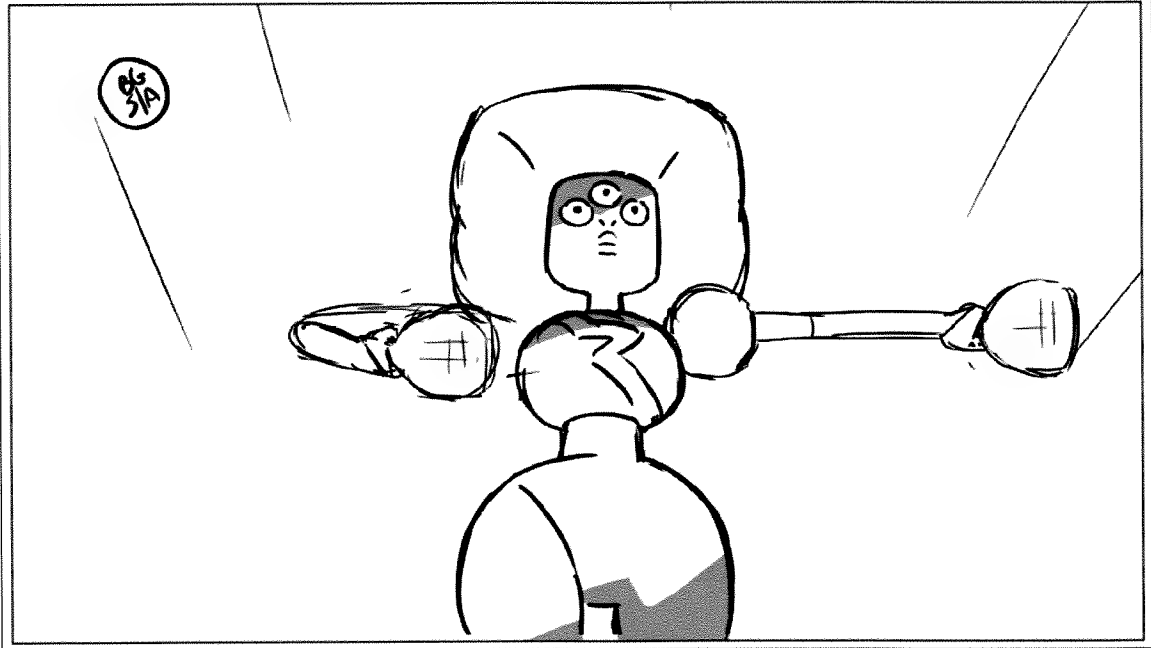
1020-009

Scene	Panel
205	cont 23



Slugging
0.02

Scene	Panel
205	cont 24



Slugging
0.01

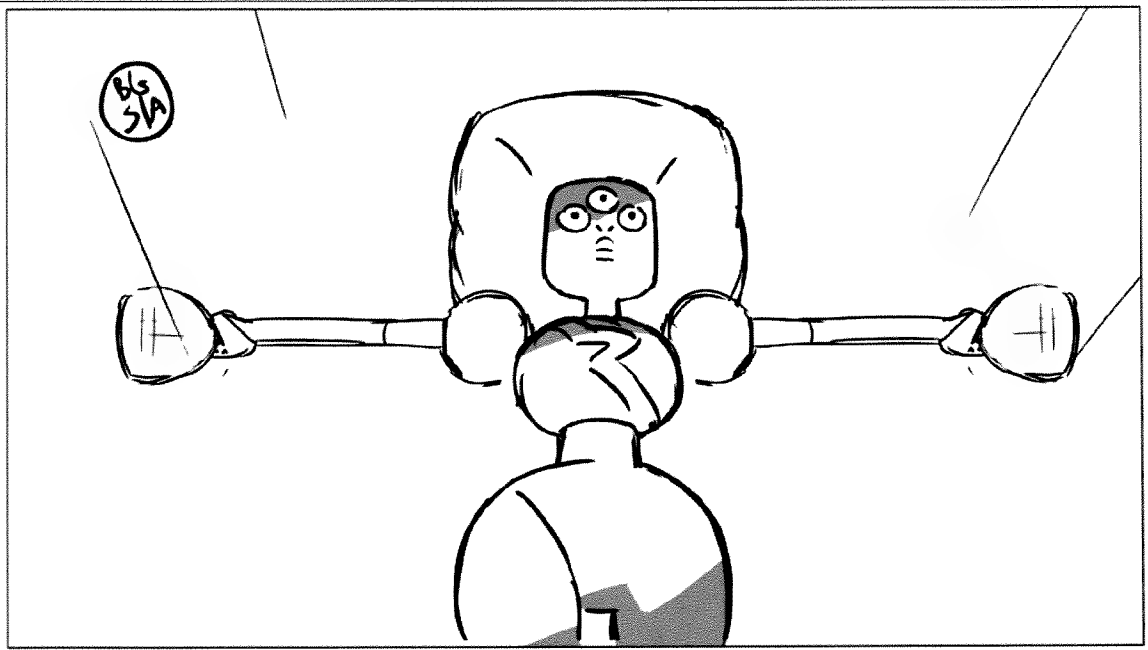
JUN 17 2013

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1020-009

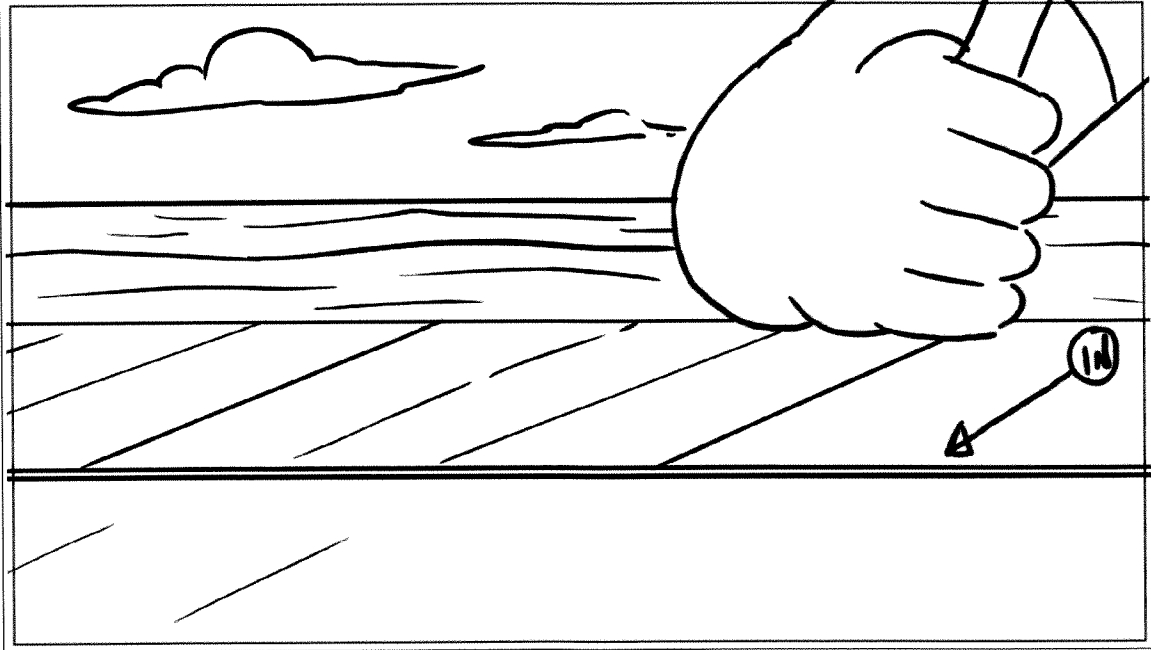
1020-009

Scene 205 Panel 25



Slugging
0.07

Scene 206 Panel 1



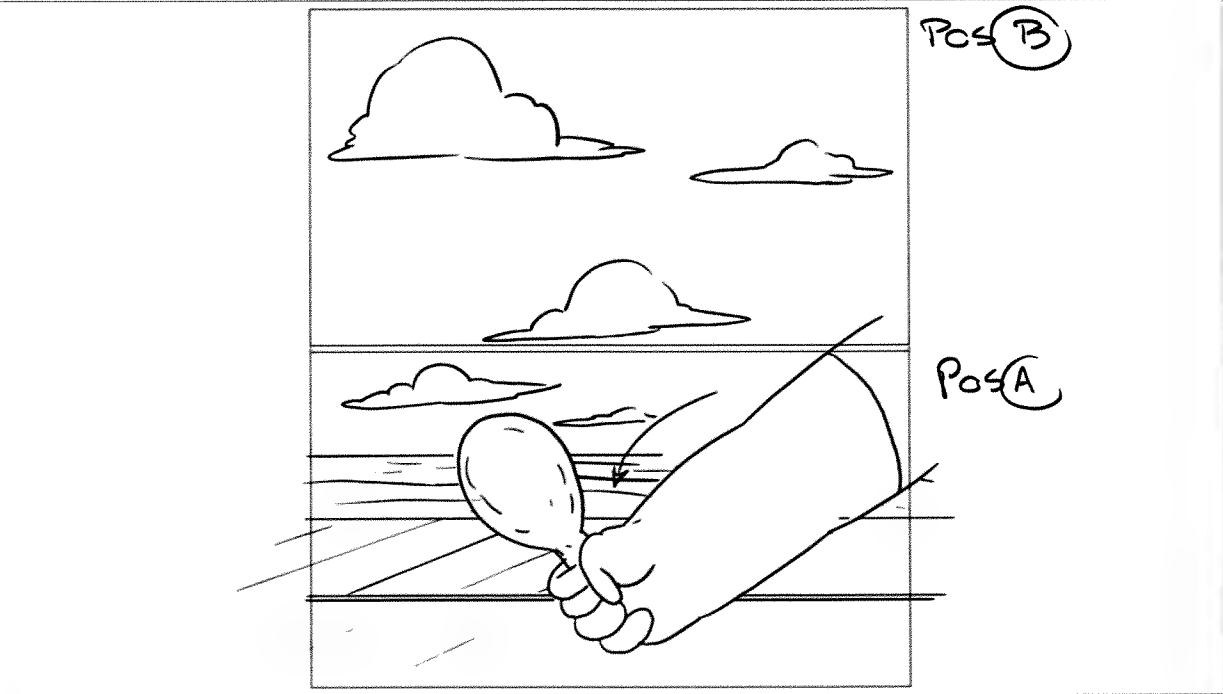
Slugging
0.04

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1020.009

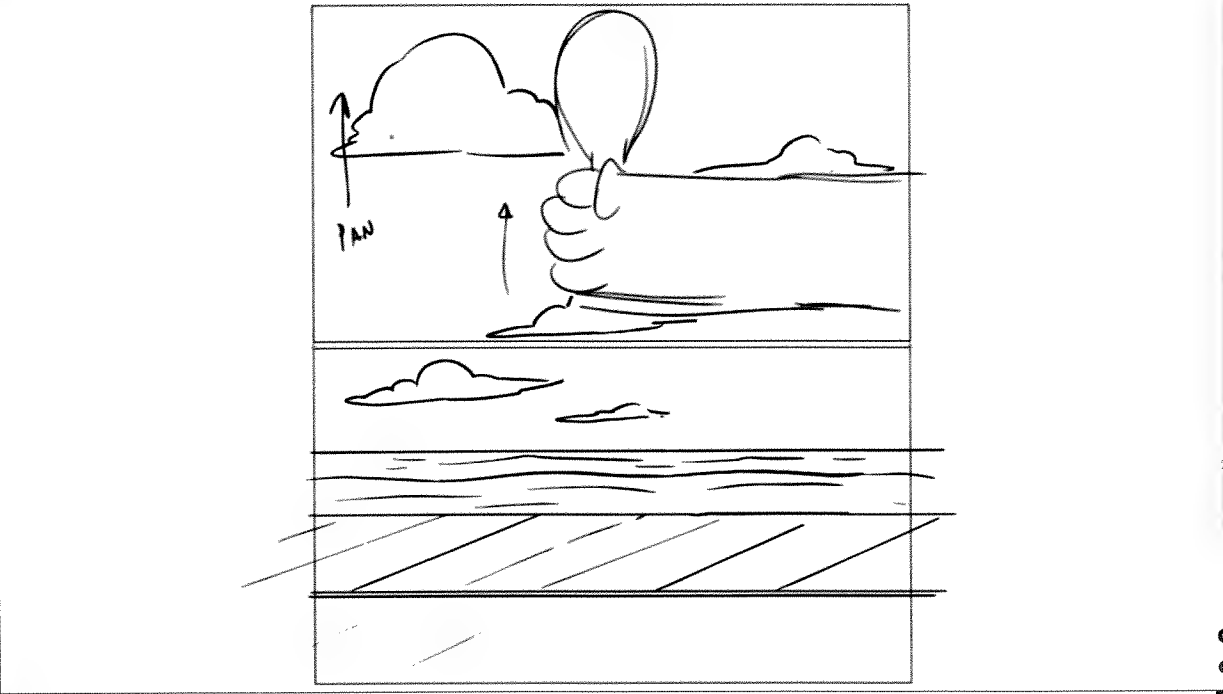
1020.009

Scene 206 Panel 2
cont



Slugging
HOLD: 1.01

Scene 206 Panel 3
cont



Dialog
STEVEN: THIS...

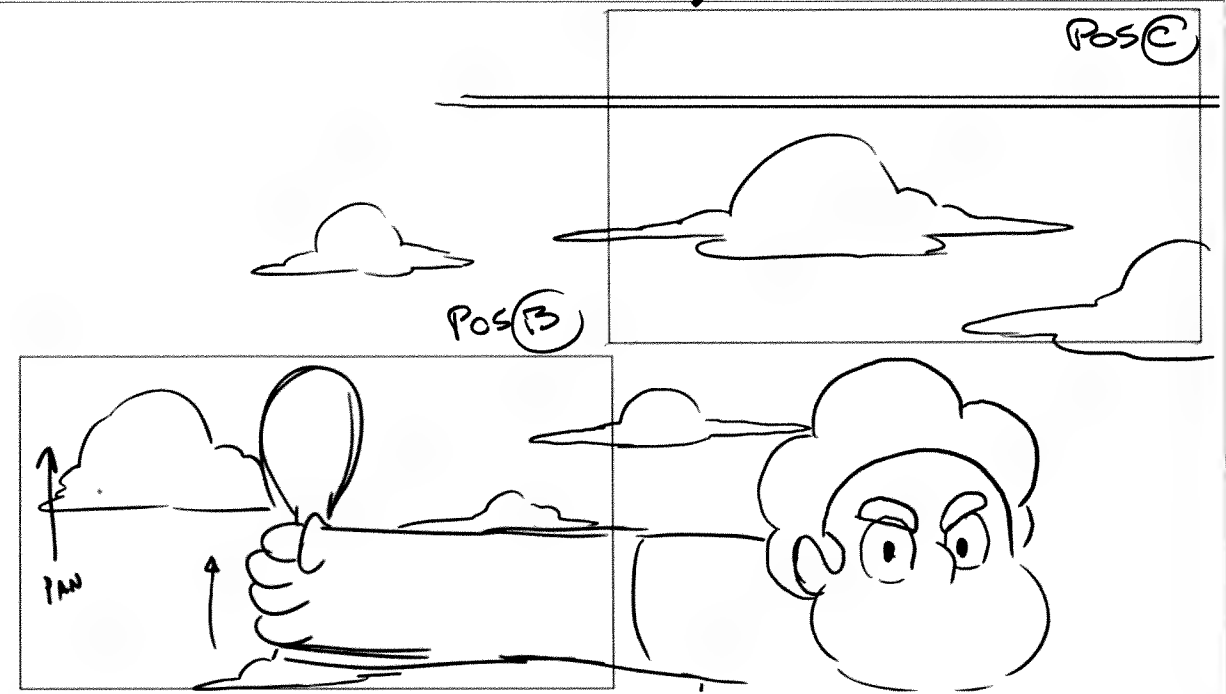
Slugging
ADJ: 0.08

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Scene	Panel
206	CONT
4	



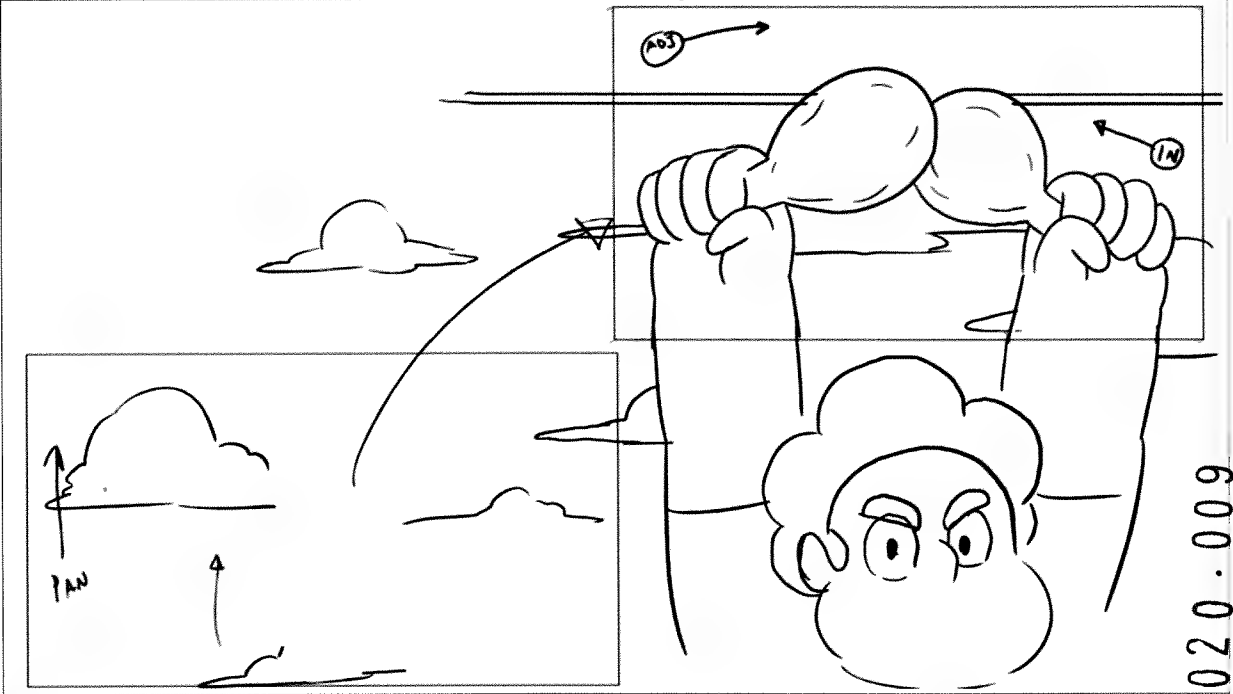
Dialog

STEVEN: IS...

Slugging

HOLD: 0.12

Scene	Panel
206	CONT
5	



Dialog

STEVEN: IS...

Slugging

ADJ: 0.08

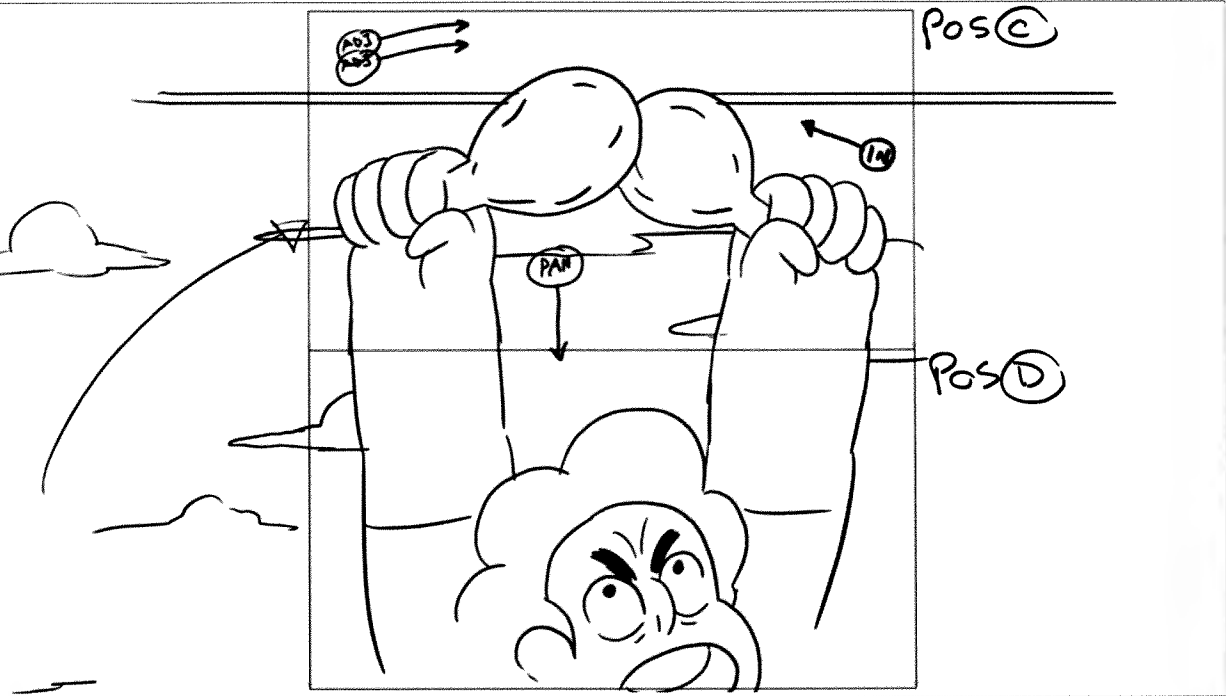
JUN 17 201

1020-009

1020-009

1020-009

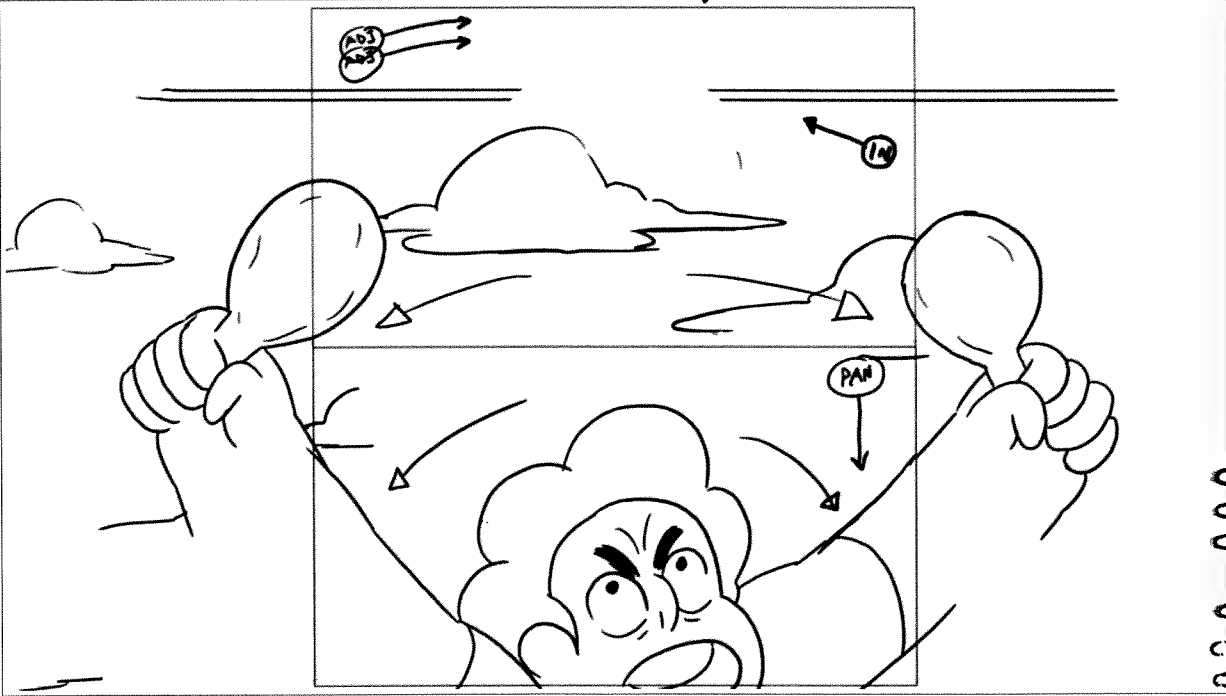
Scene 206 Panel 6



Dialog
STEVEN: IIIIIIIIT...

Slugging
HOLD: 0.14

Scene 206 Panel 7



Dialog
STEVEN: IIIIIIIIT...

Slugging
ADJ: 0.08

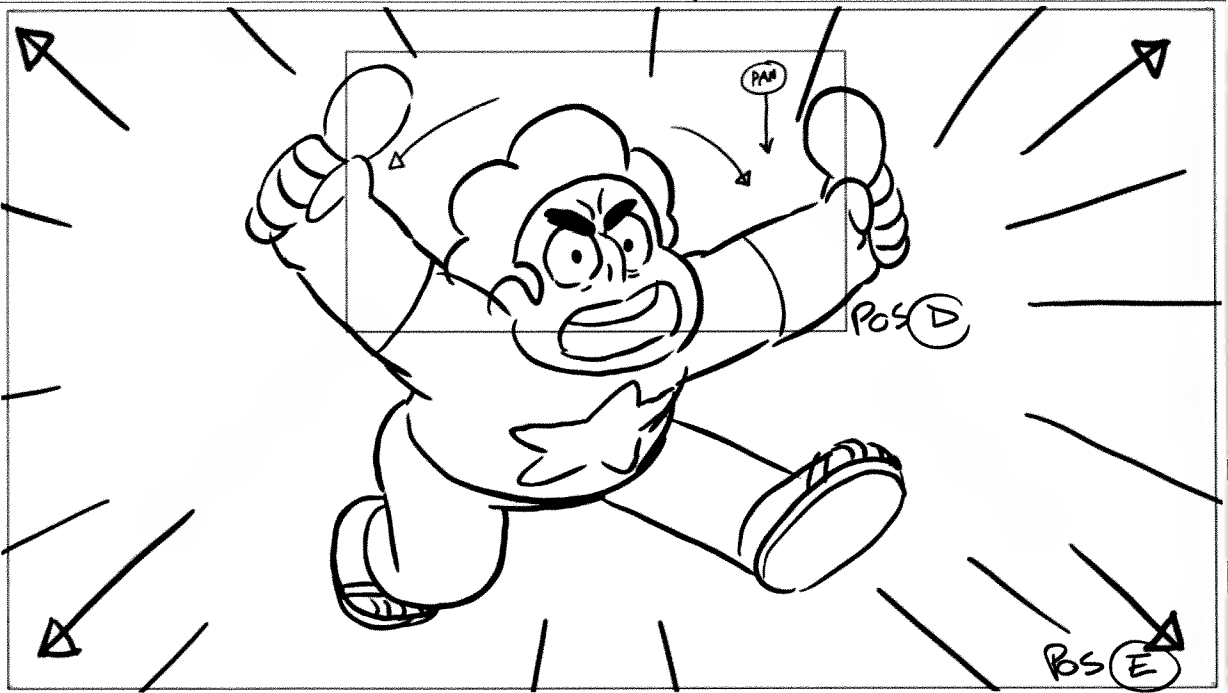
JUN 17 2013

1020-009

1020-009

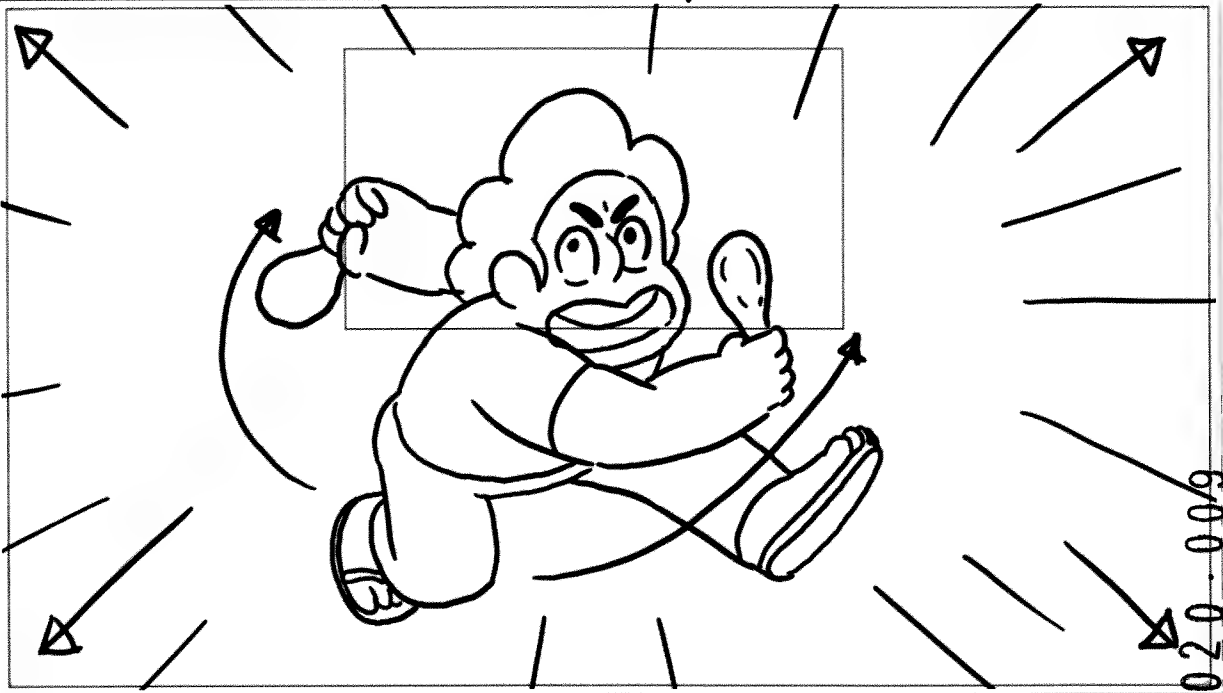
1020-009

Scene Panel 206 CONT 8



Slugging
HOLD: 1.07

Scene Panel 206 CONT 9



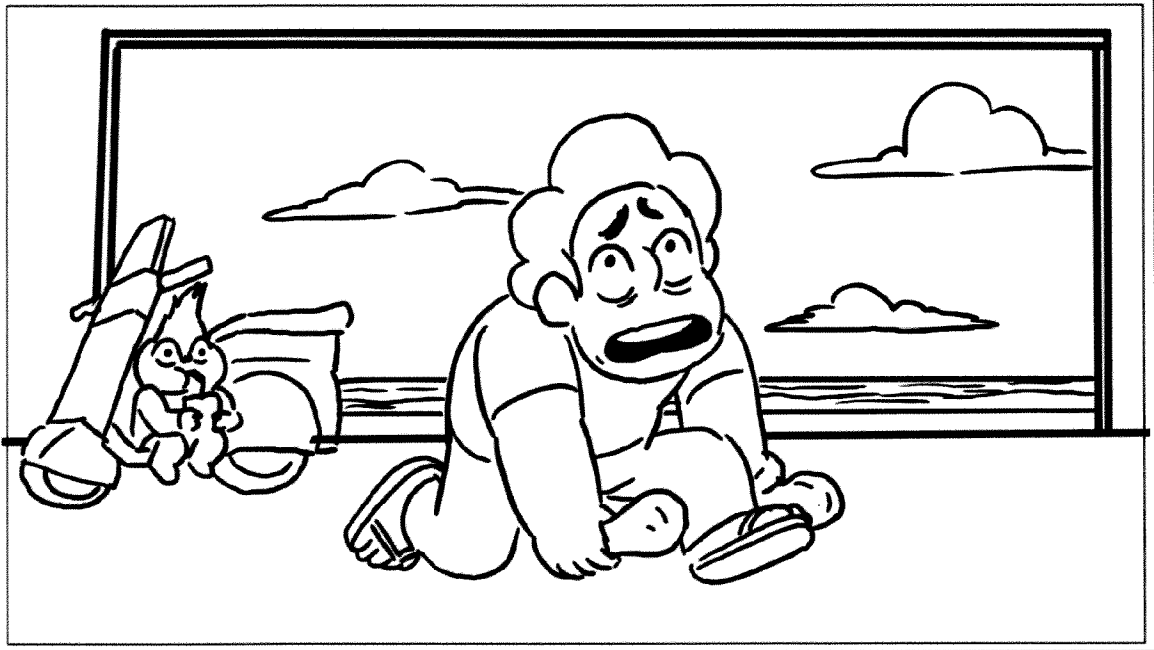
Action Notes
bg burst card

camera truck out with steven's action

Slugging
ADJ: 0.06
Then HOLD: 1.09 cross-fade to next panel.

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Scene	Panel
206	10



Dialog

STEVEN: AAWWWW....

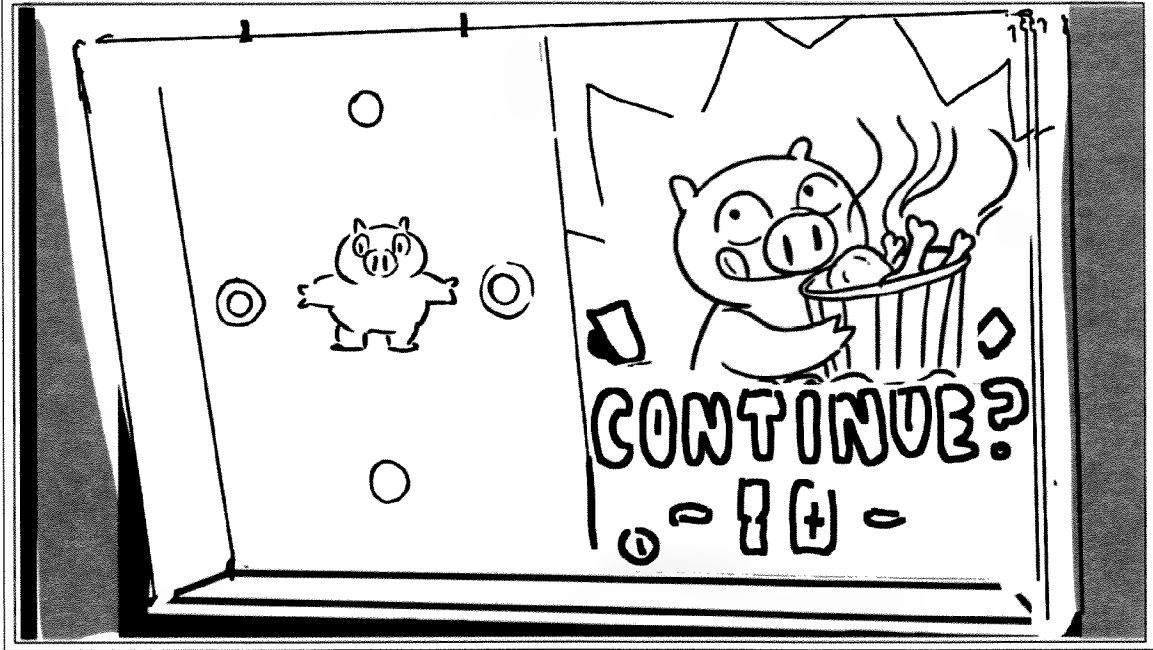
Action Notes

transition back to arcade

Slugging

2.10

Scene	Panel
207	1



Dialog

GAME: PLAYER 1 WINS! YOU'RE TOAST PLAYER 2.

Slugging

1.08

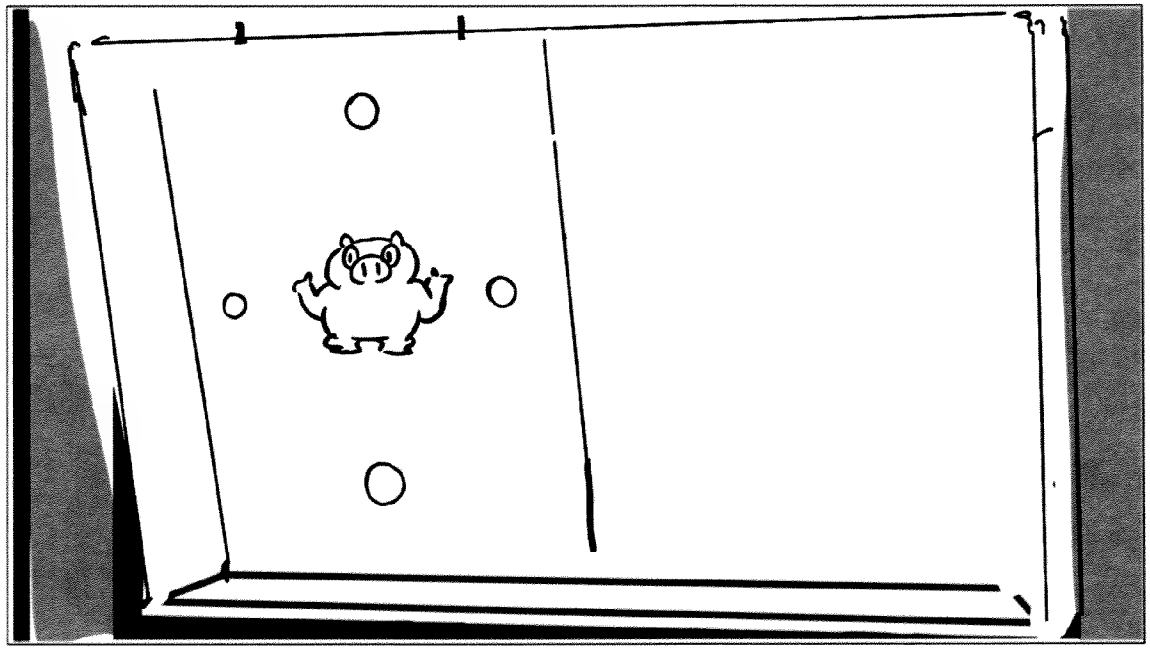
JUN 17 2013

1020.009

1020.009

1020.009

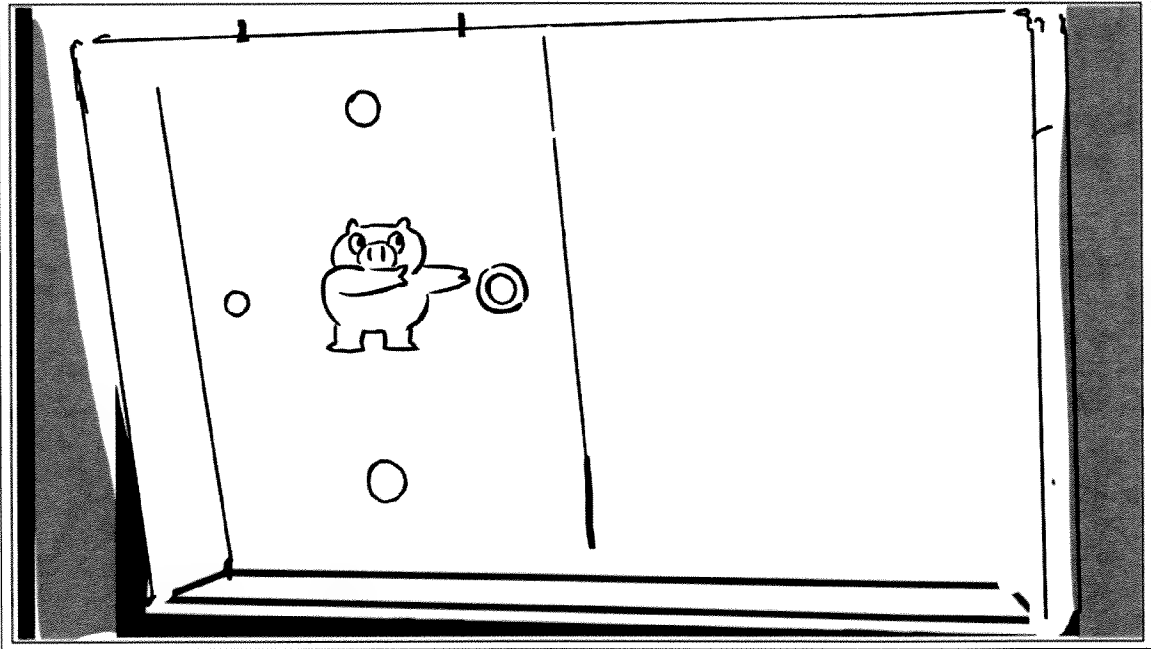
Scene 207 Panel 2
CONT



Action Notes
Panels 3-6 should cycle randomly as the right side of the screen continues to countdown.

Inbetween pose

Scene 207 Panel 3
CONT



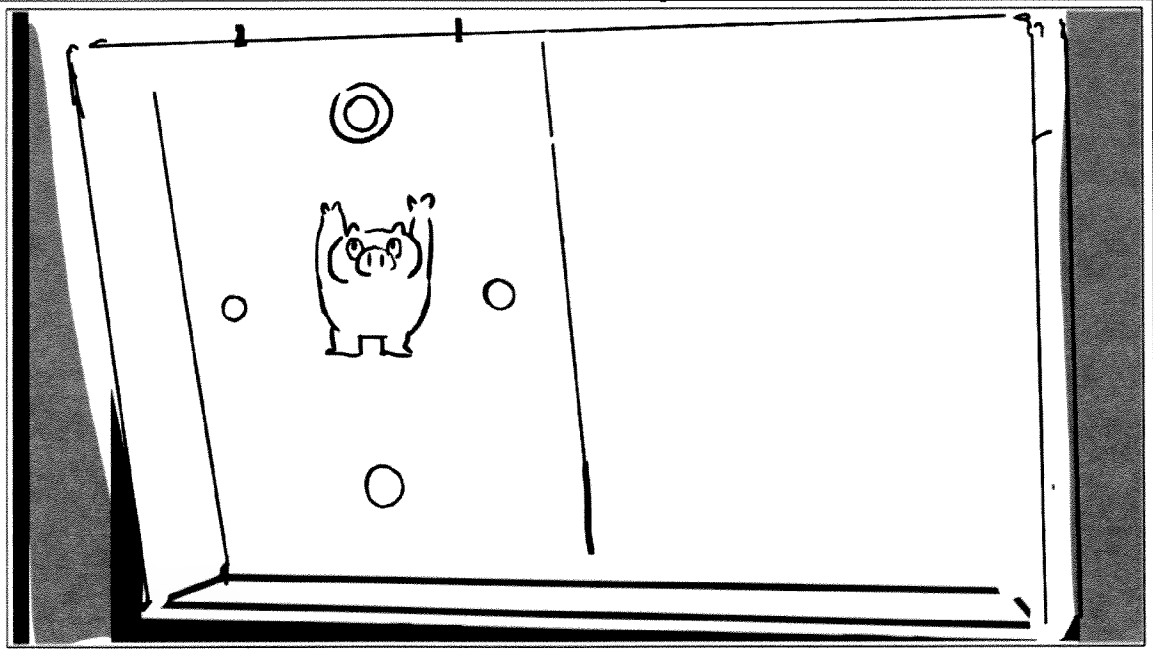
Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot
JUN 17 2013

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1020-009

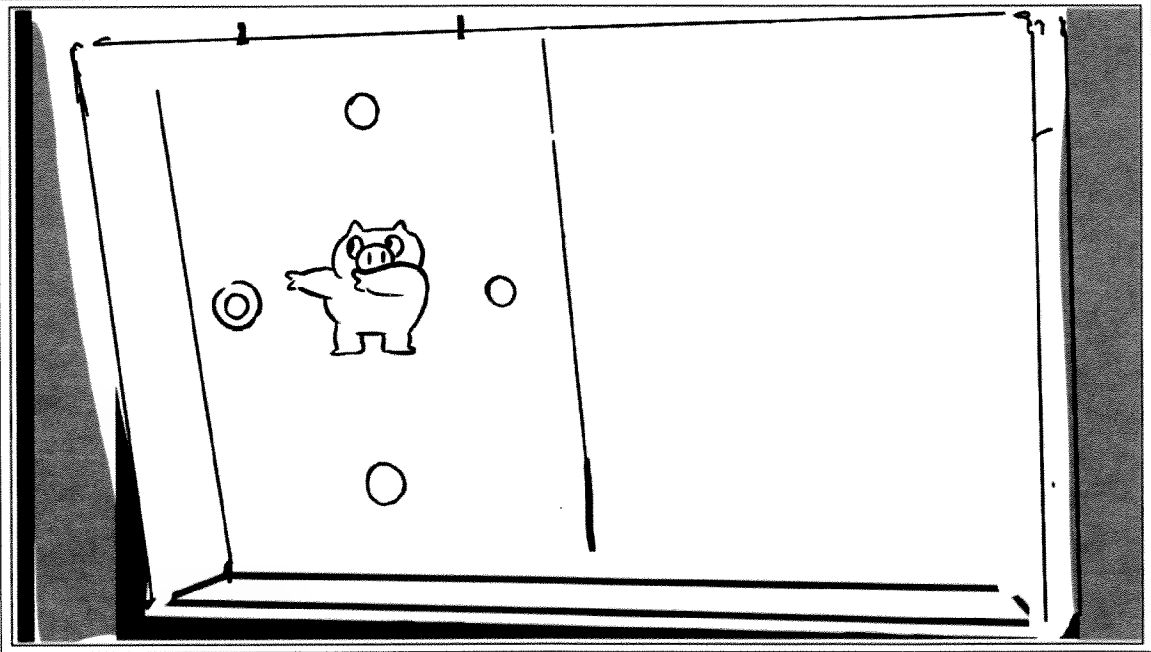
Scene 207 Panel 4
CONT



Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot

Scene 207 Panel 5
CONT



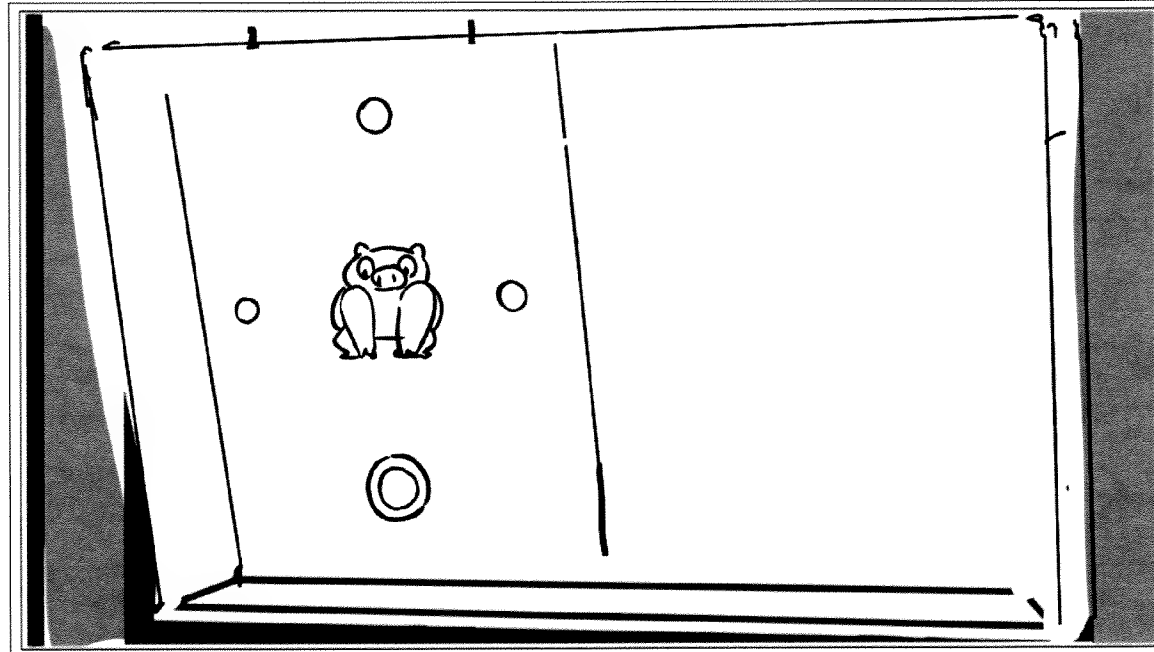
Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot
JUN 17 2013

1020-009

1020-009

Scene	Panel
207	CONT
6	



Dialog
GAME

LET'S MEAT IT!

Action Notes
screenshot

Scene	Panel
207	CONT
7	



Slugging
1.08

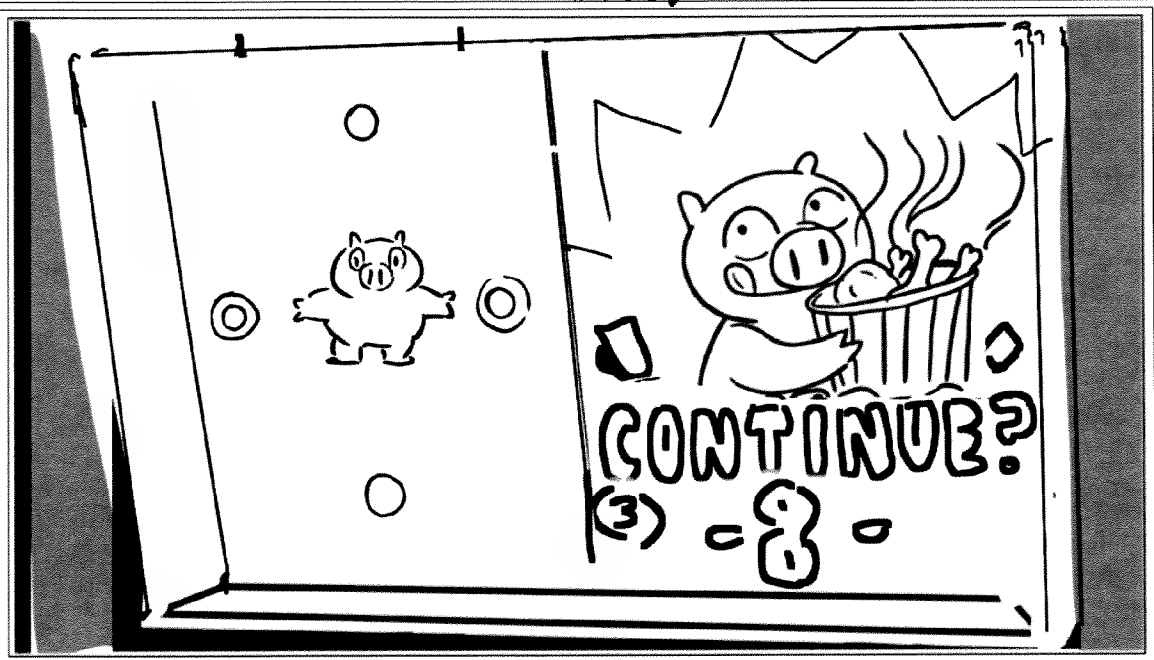
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1020-009

1020-009

Scene	Panel
207	8



Slugging
1.08

Scene	Panel
208	1



Dialog
STEVEN: I CAN'T DO IT!

Action Notes
GARNET's arm movements cycle randomly

Slugging
Panels 1 to 4 = 3.02

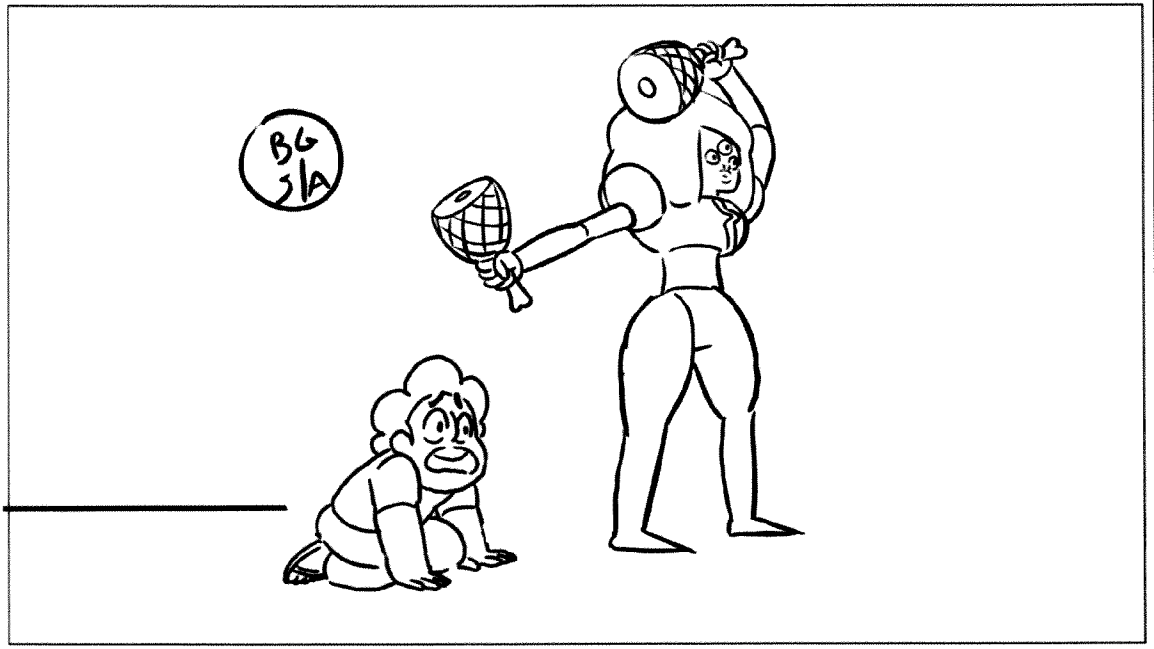
JUN 17 2013

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1020.009

1020.009

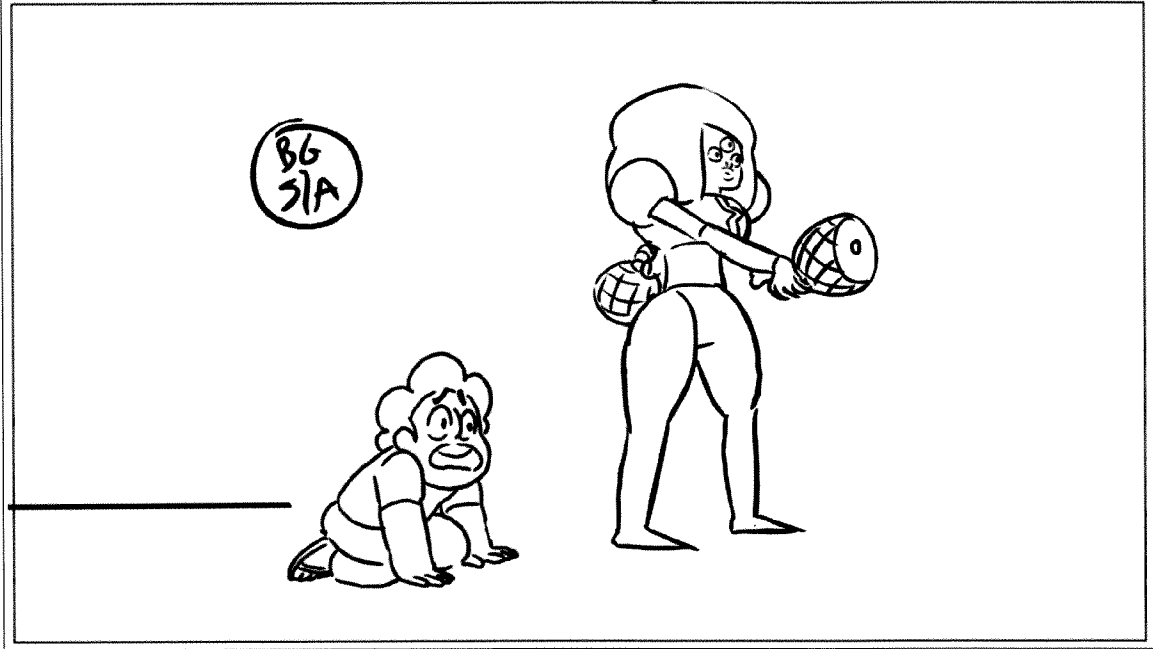
Scene 208 Panel 2



Dialog
STEVEN: I CAN'T DO IT!

Notes
Garnet all three eyes should be open? (fixed it)

Scene 208 Panel 3



Dialog
STEVEN: I CAN'T DO IT!

Notes
Garnet all three eyes should be open? (fixed it) JUN 17 2013

1020-009

1020-009

Scene	Panel
208	CONT
4	

Dialog

STEVEN: I CAN'T DO IT!

Notes

Garnet all three eyes should be open? (fixed it)

Scene	Panel
209	
1	

Dialog

STEVEN: GARNET!!!

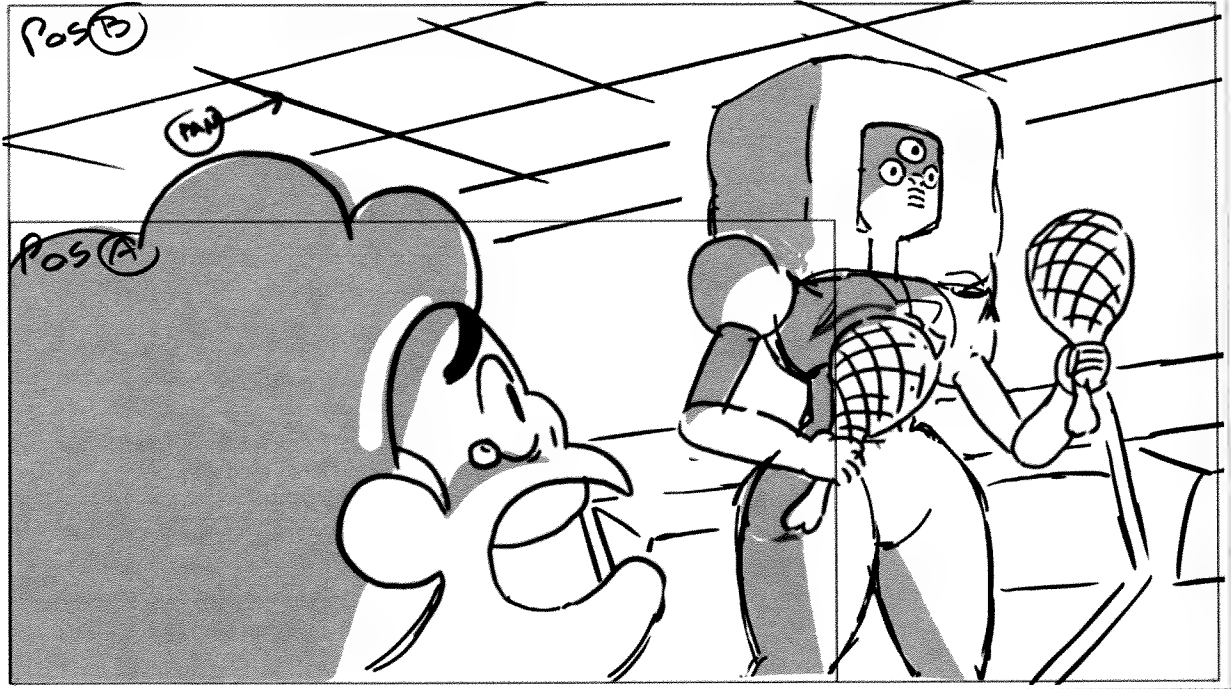
Slugging

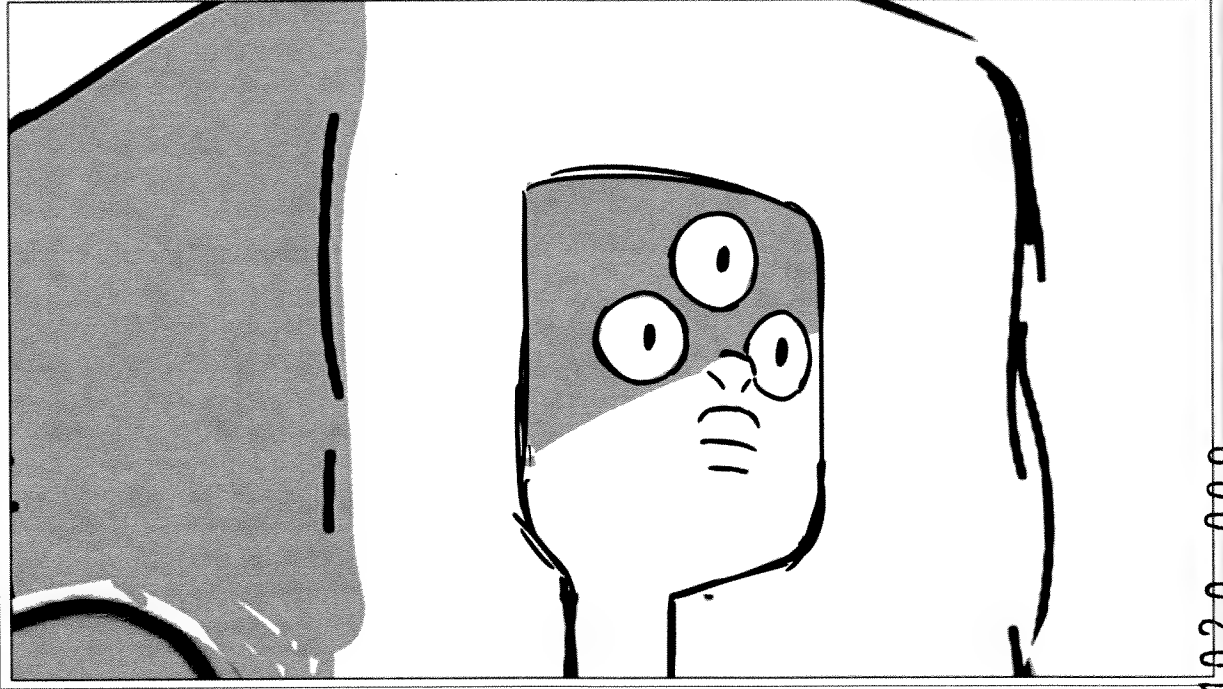
1.02

Notes

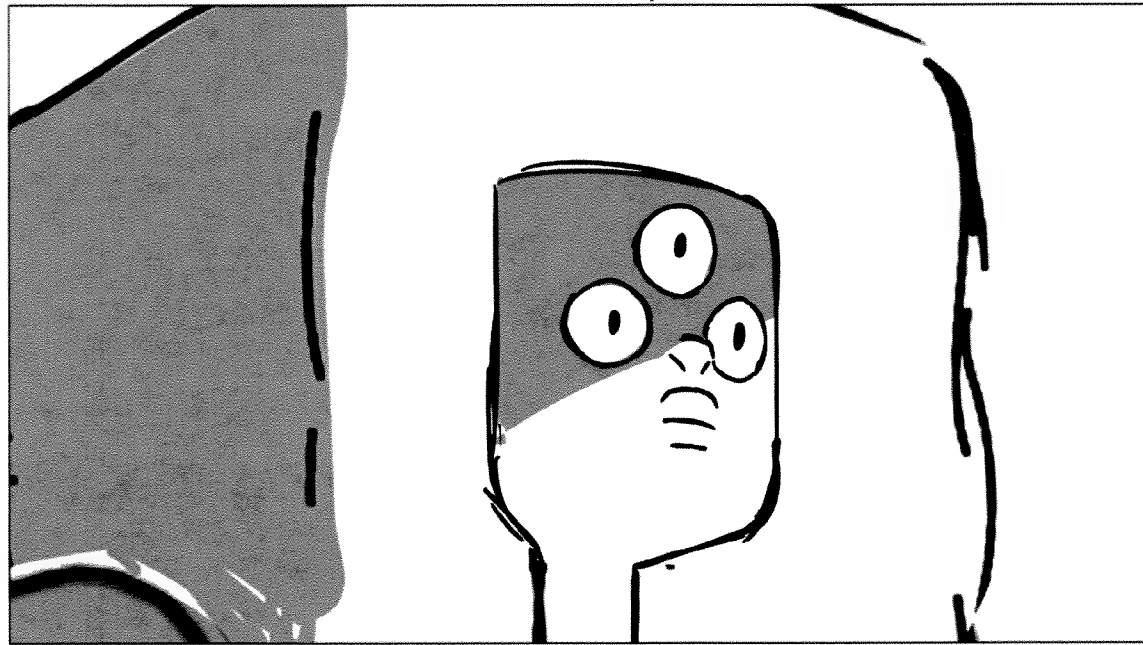
H.U. STEVEN's face to previous

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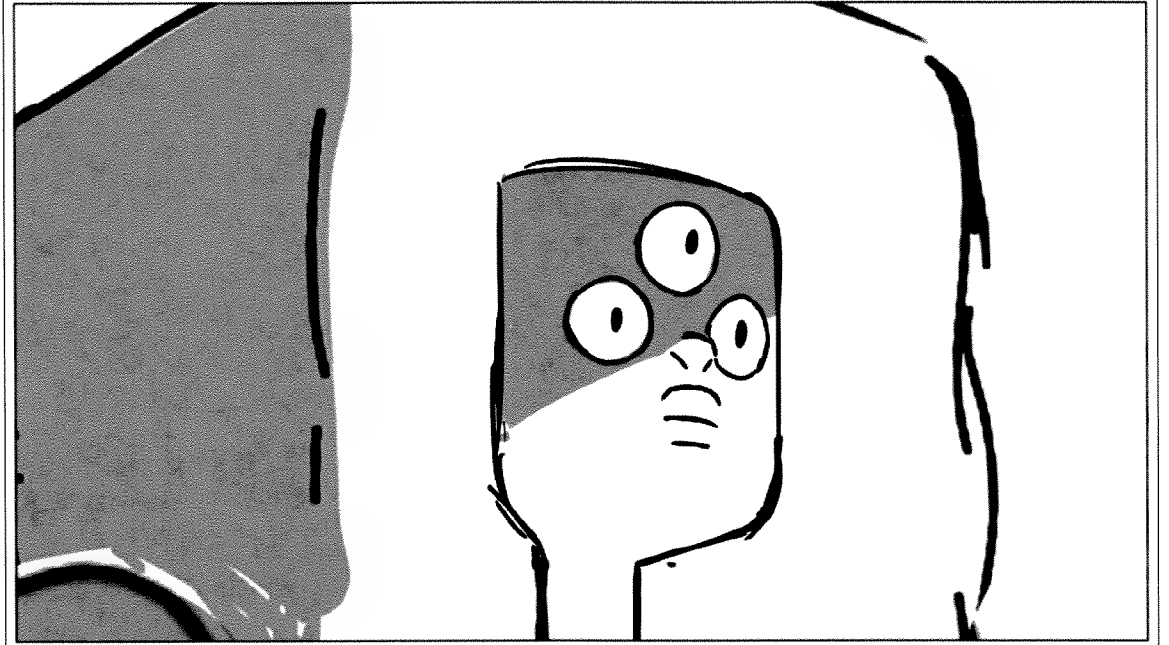
Scene	Panel
209	2
<i>cont</i>	
	
<p>Dialog</p> <p>STEVEN: SNAP OUT OF IT!</p>	
<p>Action Notes</p> <p>camera trucks out to reveal garnet</p>	
<p>Slugging</p> <p>ADJ: 0.06</p> <p>Then HOLD: 1.13</p>	

Scene	Panel
210	1
	
<p>Dialog</p> <p>STEVEN: WHAT'S WRONG WITH YOU?!</p>	
<p>Slugging</p> <p>Panels 1 to 3 total frames: 4.08</p> <p>Panels 1 to 3 x 4 = 1.02</p>	

Scene	Panel
210	2

cont

Scene	Panel
210	3

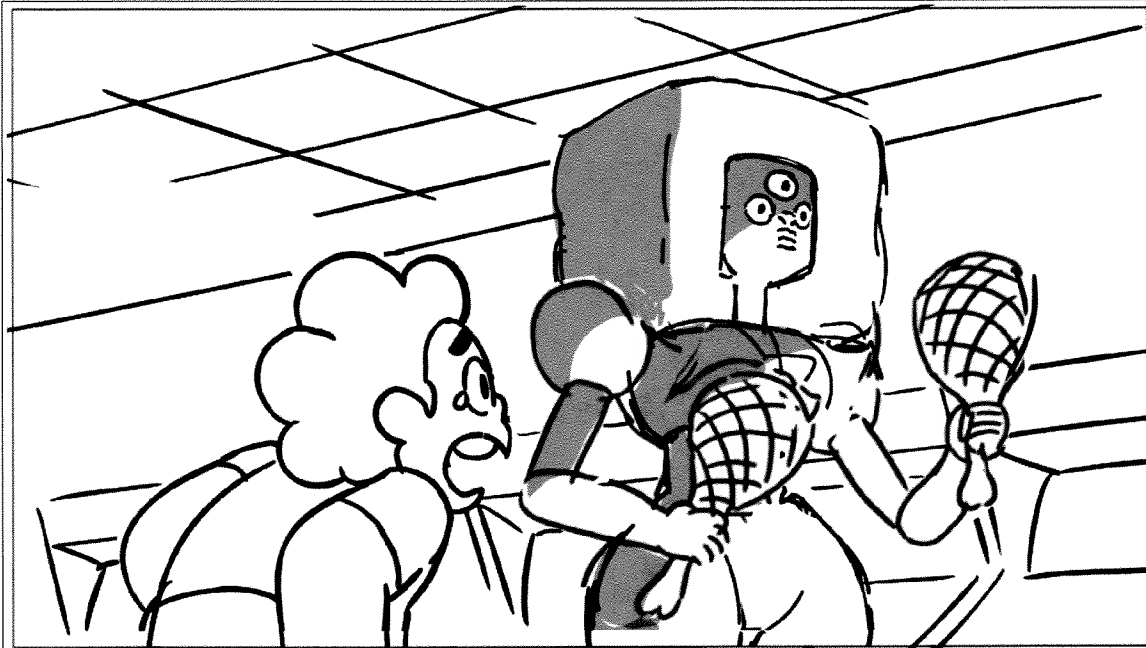
cont

Dialog

STEVEN: YOU'VE GOT TO STOP!

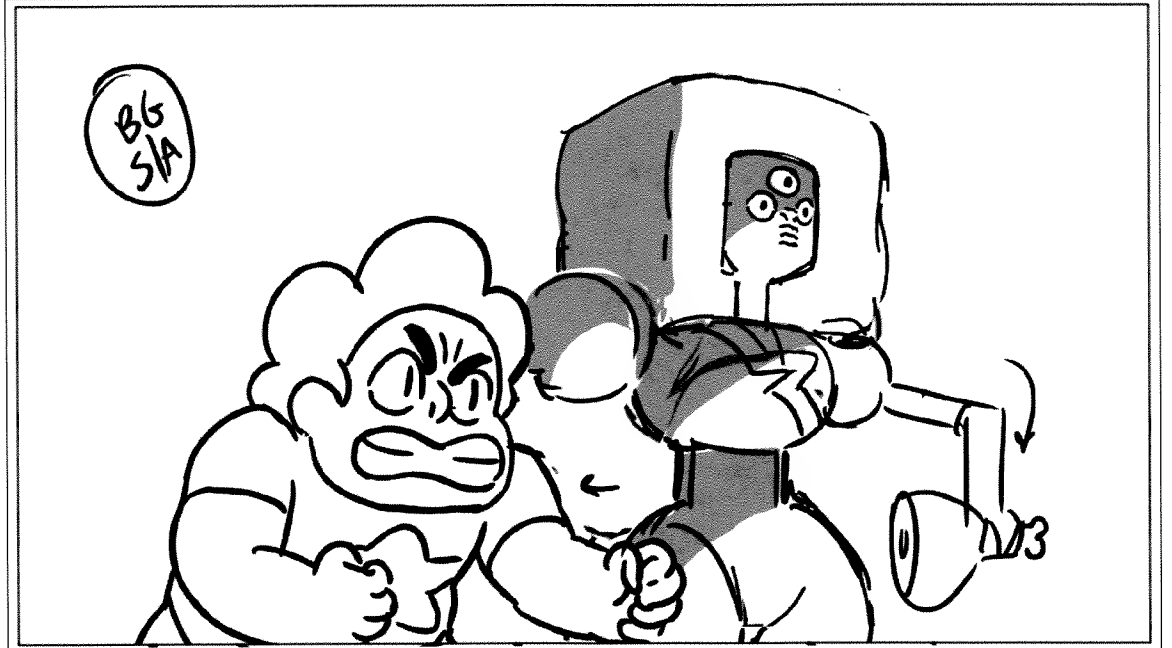
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Scene	Panel
211	1



Slugging
0.08

Scene	Panel
211	2



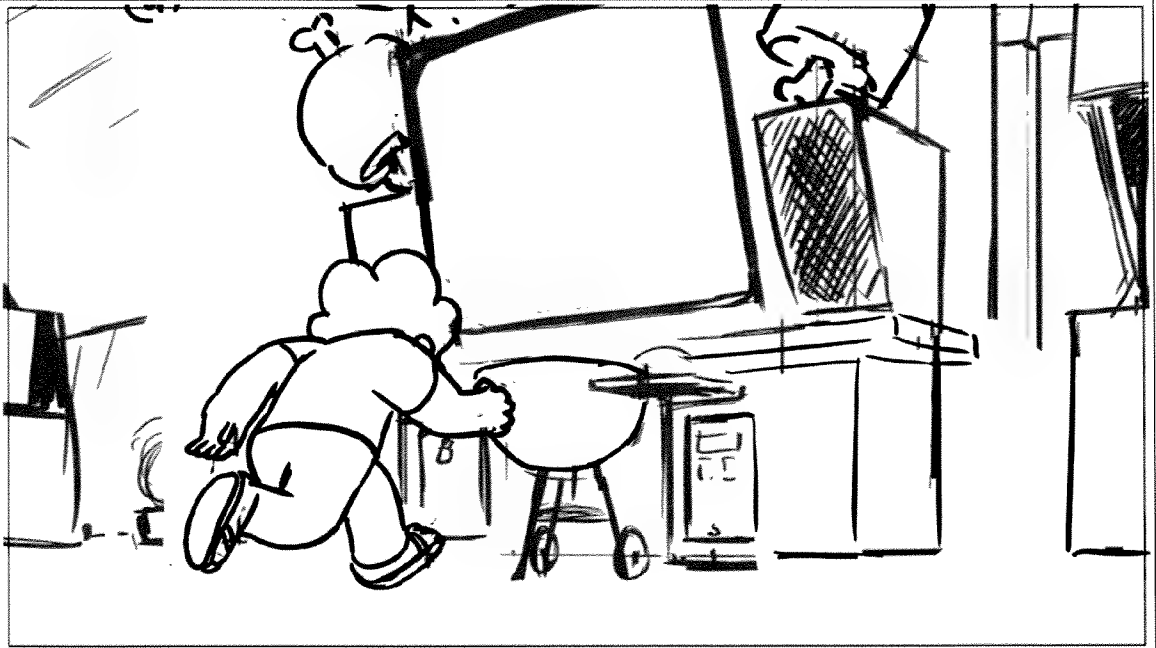
Slugging
0.11

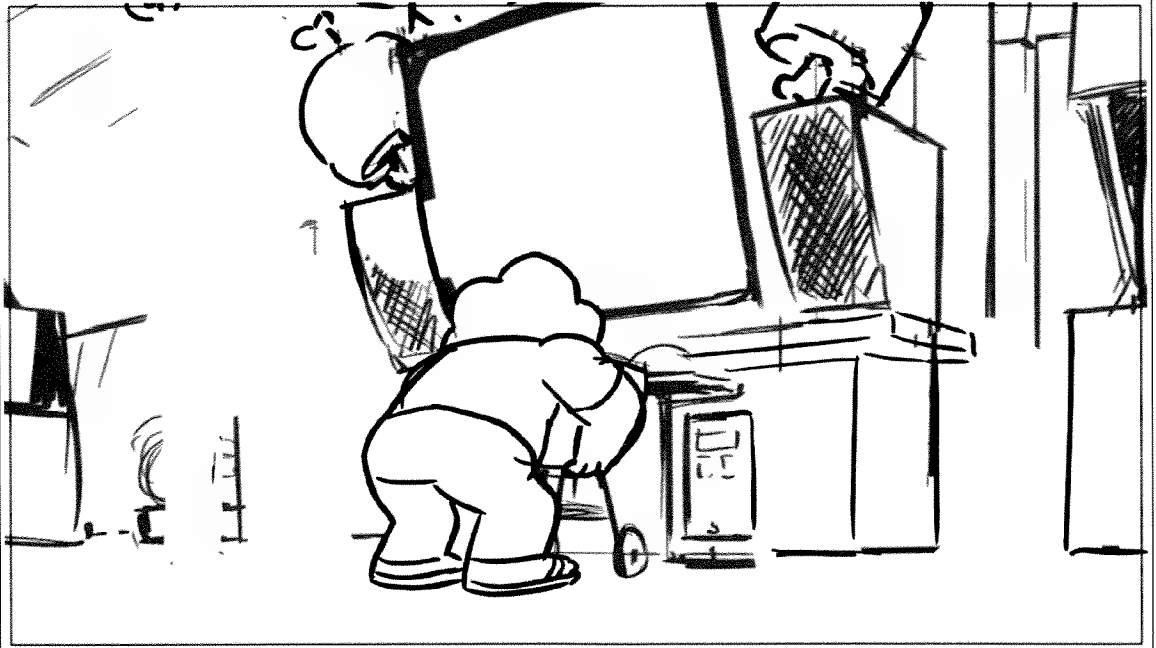
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1020.009


1020.009

Scene	212	Panel	1
			
Dialog STEVEN: LAYING THIS---			
Action Notes Steven walks up to Meat Beat			
Slugging 0.11			

Scene	212	Panel	2
			
Dialog STEVEN: HNNNGHH!			
Action Notes Steven grabs grill on Arcade game			
Slugging 1.00			

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Scene	212	Panel	3
			
Dialog STEVEN: ---HORRIBLE GAME!!!			
Action Notes Steven pulling on grill			
Slugging 4.00			

Scene	213	Panel	1
			
Slugging 1.08			
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1020.009

Scene	Panel
213	2



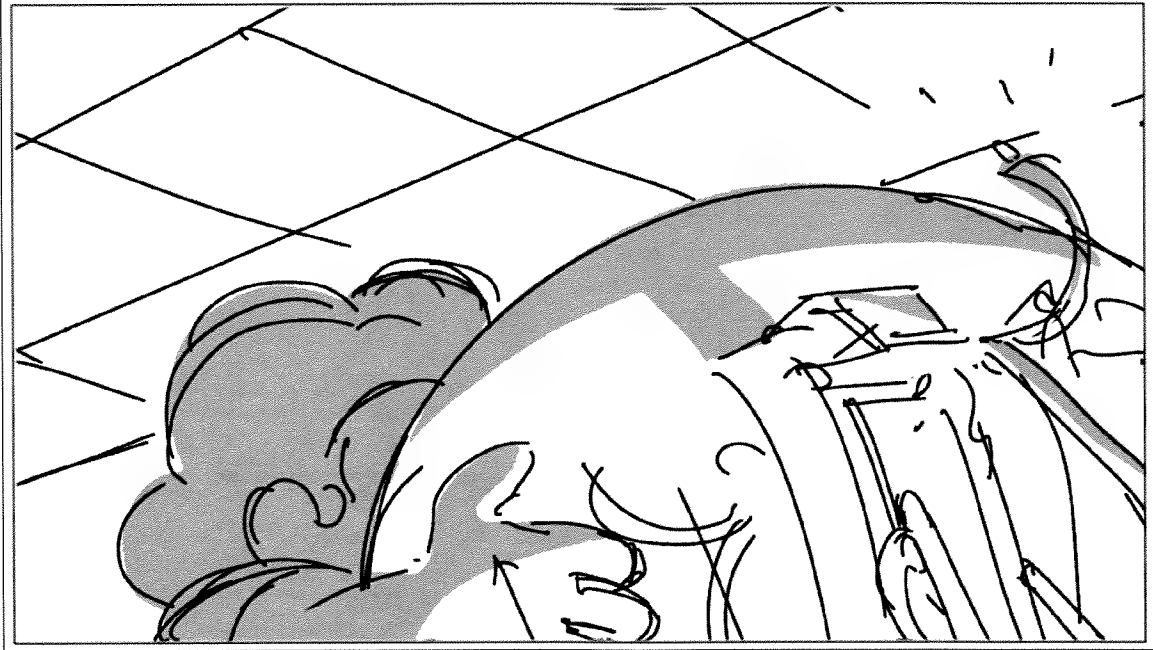
Action Notes

Grill breaks off of Meat Beat

Slugging

1.13

Scene	Panel
214	1



Dialog

STEVEN: NNNNNGH!

Slugging

0.04

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1020-009

Scene	214	Panel	2
<i>CONT</i>			
Dialog STEVEN: RRRRRGH!			
Slugging 0.04			

Scene	214	Panel	3
<i>CONT</i>			
Dialog STEVEN: RRRRRRAAAAGH!			
Action Notes Steven raises grill ove=r his head			
Slugging 1.10			

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1020-009

Scene	Panel
214	4



Dialog
STEVEN: AAA---

Slugging
0.04

Scene	Panel
214	5



Dialog
STEVEN: AAHHHHGH!!!

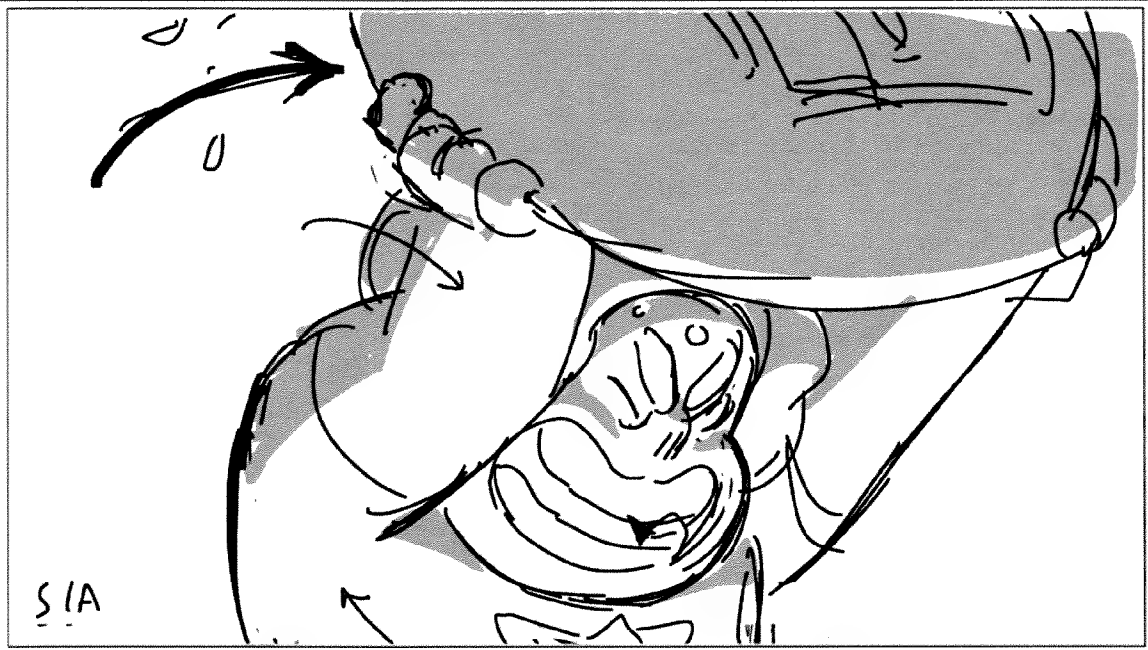
Slugging
0.06

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1020.009

Scene	Panel
214	CONT 6

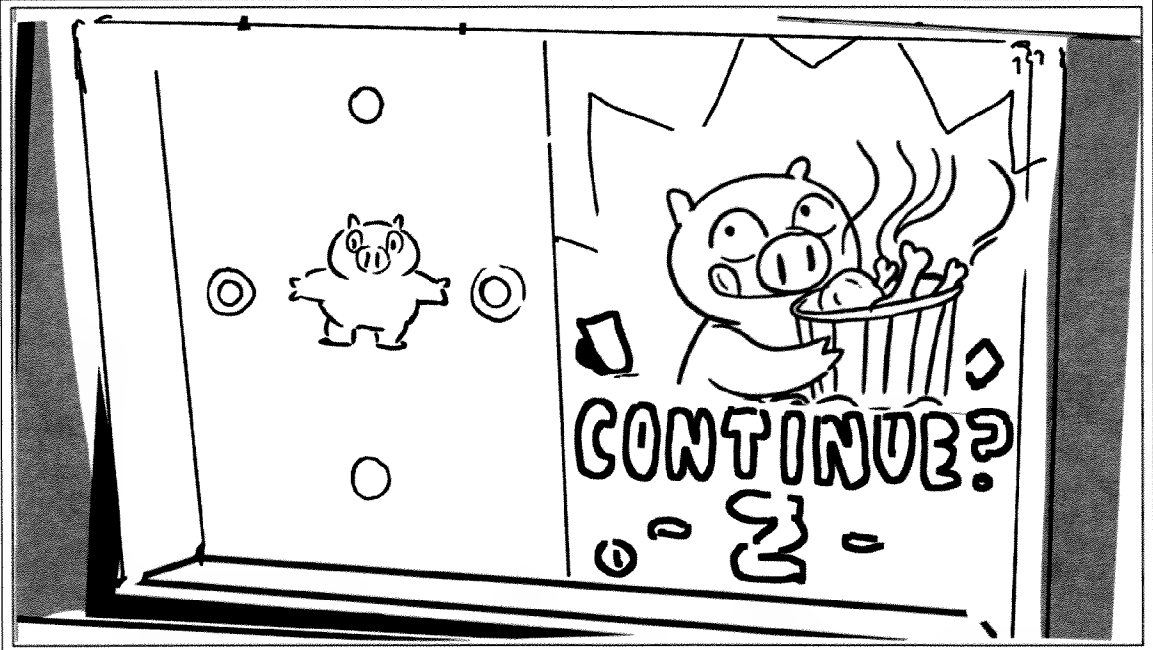


Dialog
STEVEN: AAHHHHGH!!!

Action Notes
Steven swings it down towards Meat Beat

Slugging
0.04

Scene	Panel
215	1



Dialog
STEVEN: AAHHHHGH!!!

Slugging
0.07

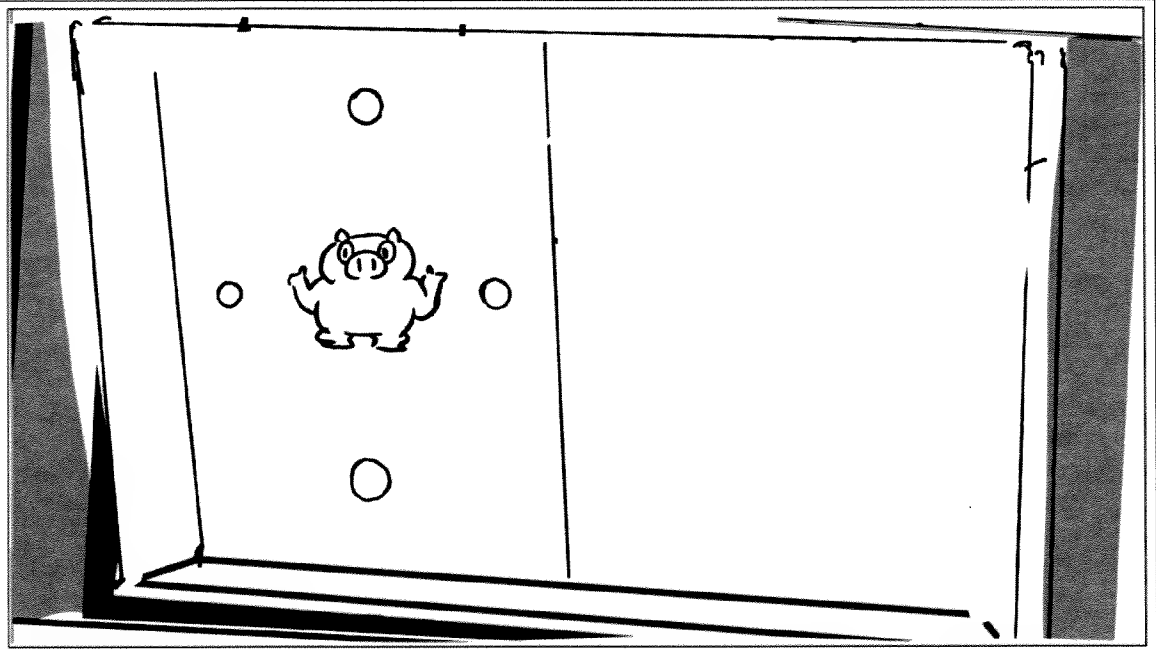
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1020.009

1020.009

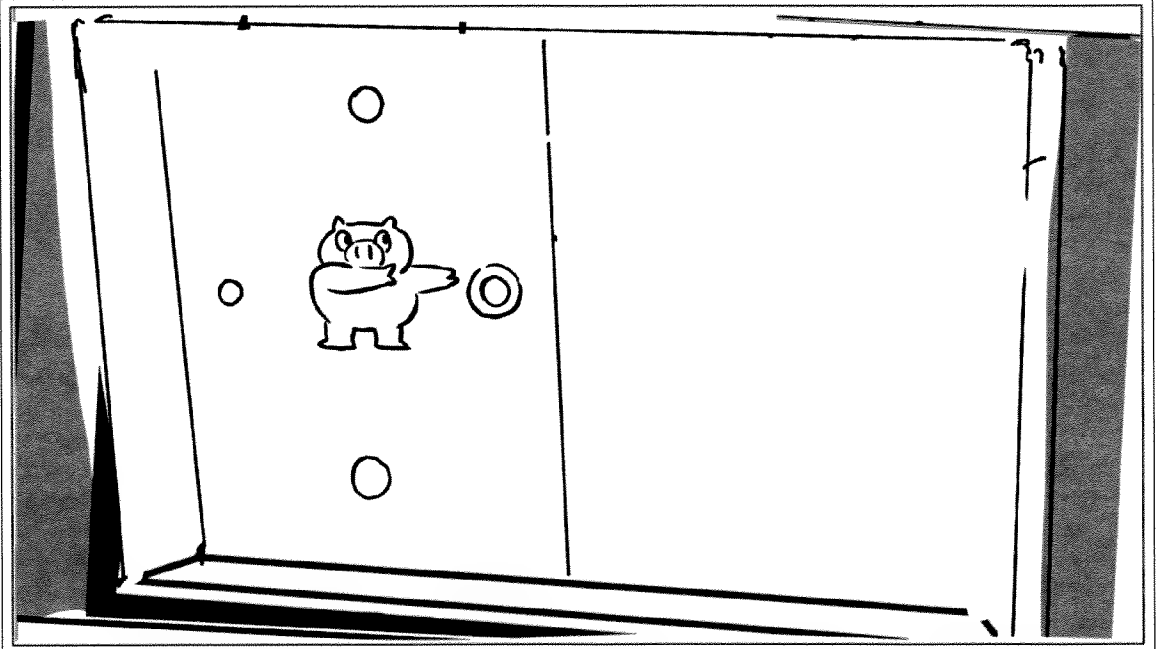
1020.009

Scene 215 Panel 2
CONT



Action Notes
inbetween pose

Scene 215 Panel 3
CONT



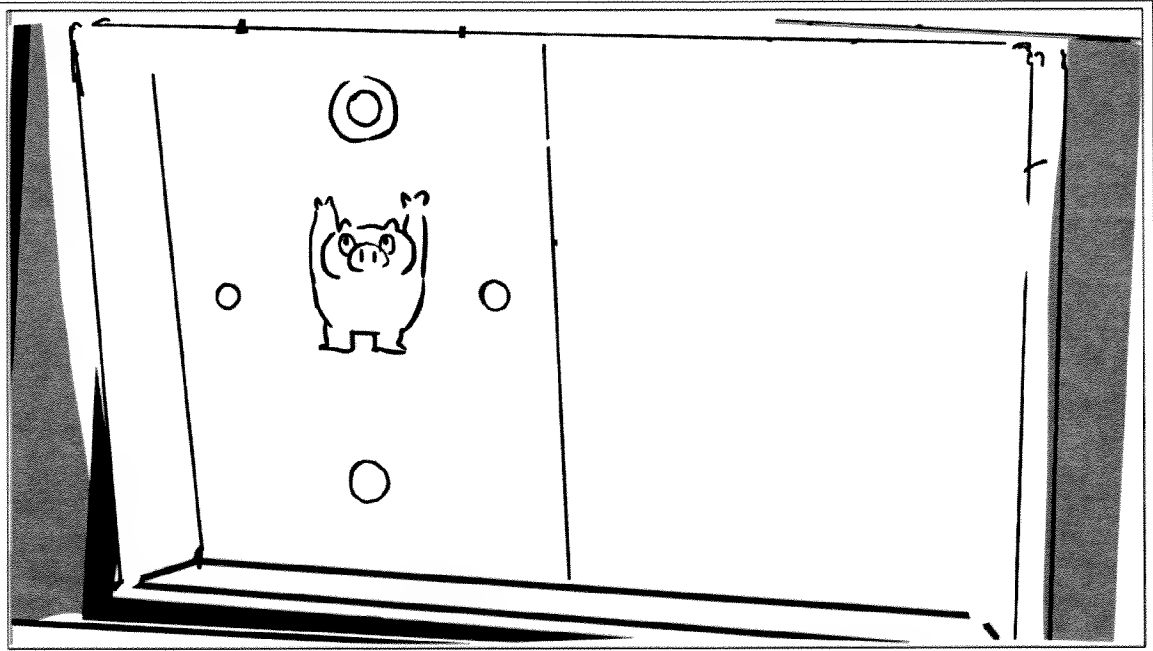
Dialog
GAME LET'S MEAT IT!

Action Notes
Panels 3-7 cycle randomly, panel 2 is an inbetween pose
screenshot
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1020-009

600-0701

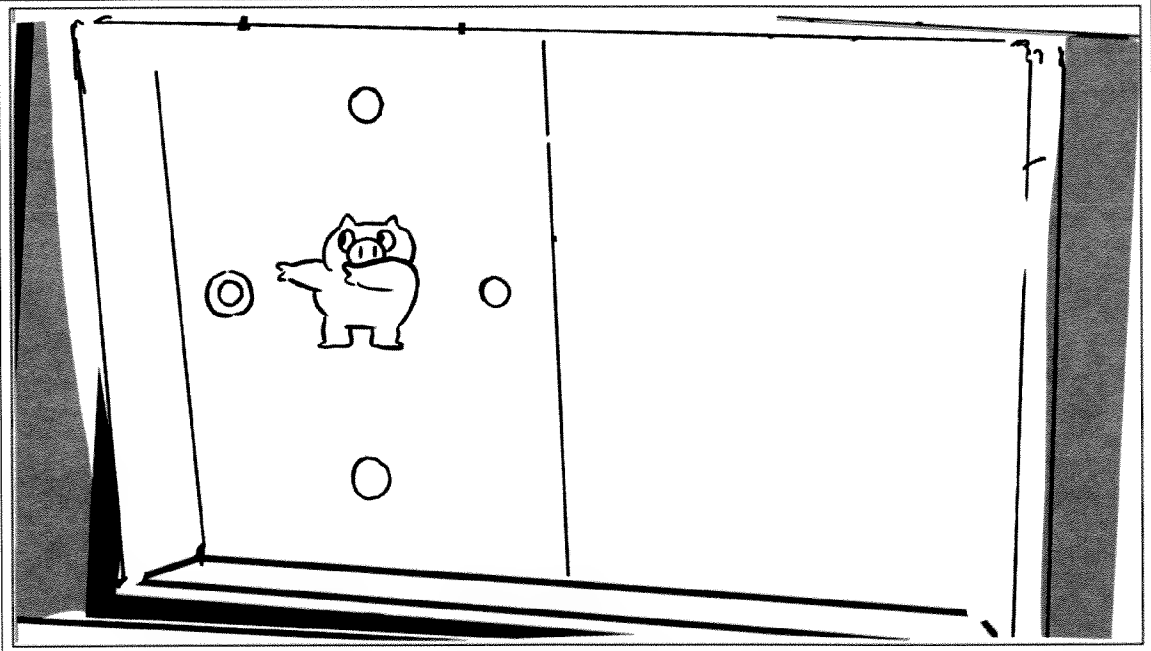
Scene	Panel
215	4



Dialog	LET'S MEAT IT!
GAME	

Action Notes
screenshot

Scene	Panel
215	5

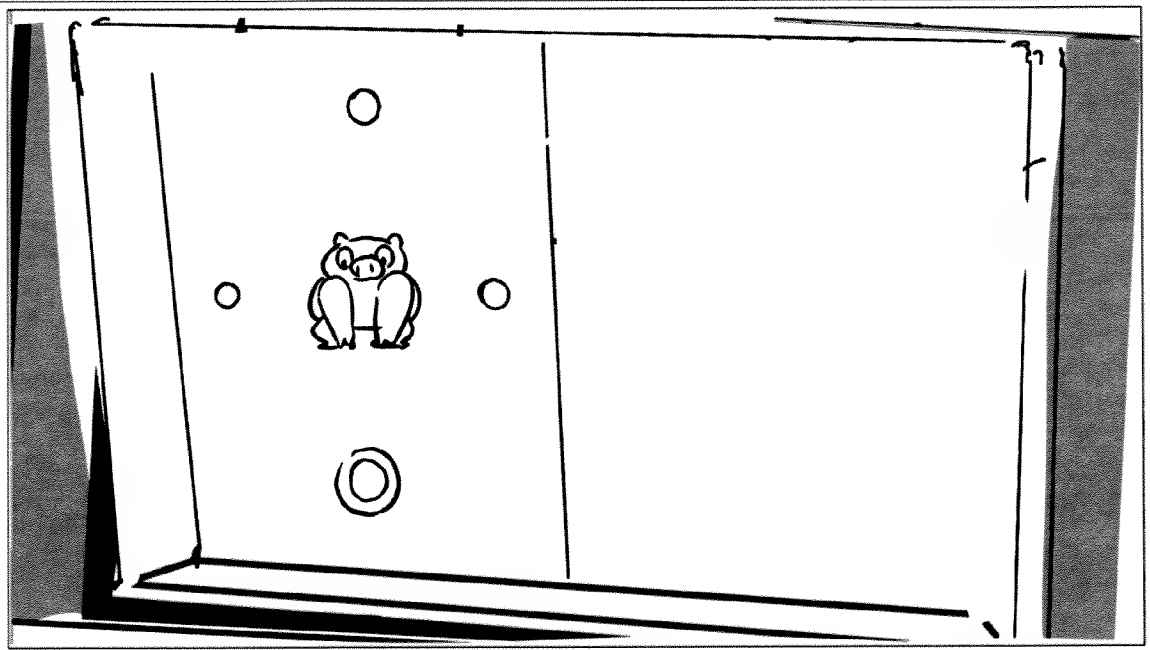


Dialog	LET'S MEAT IT!
GAME	

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Action Notes
screenshot

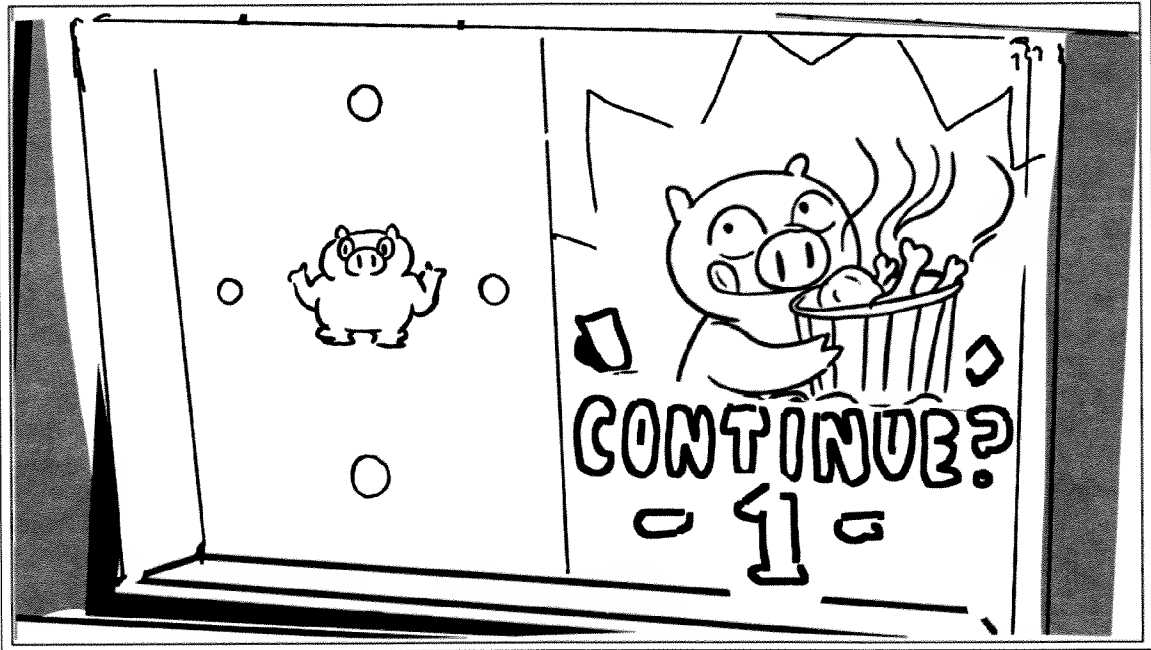
Scene 215 Panel 6



Dialog
GAME LET'S MEAT IT!

Action Notes
screenshot

Scene 215 Panel 7



Slugging
0.06

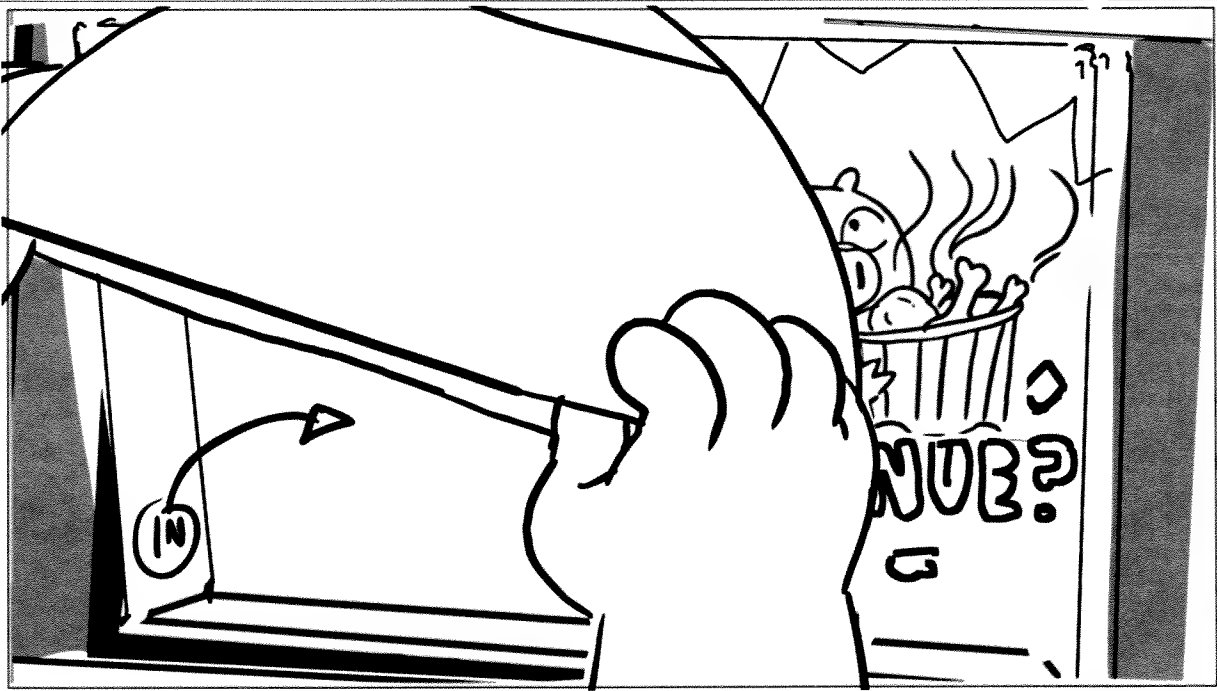
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1020.009

1020.009

NO SC
216

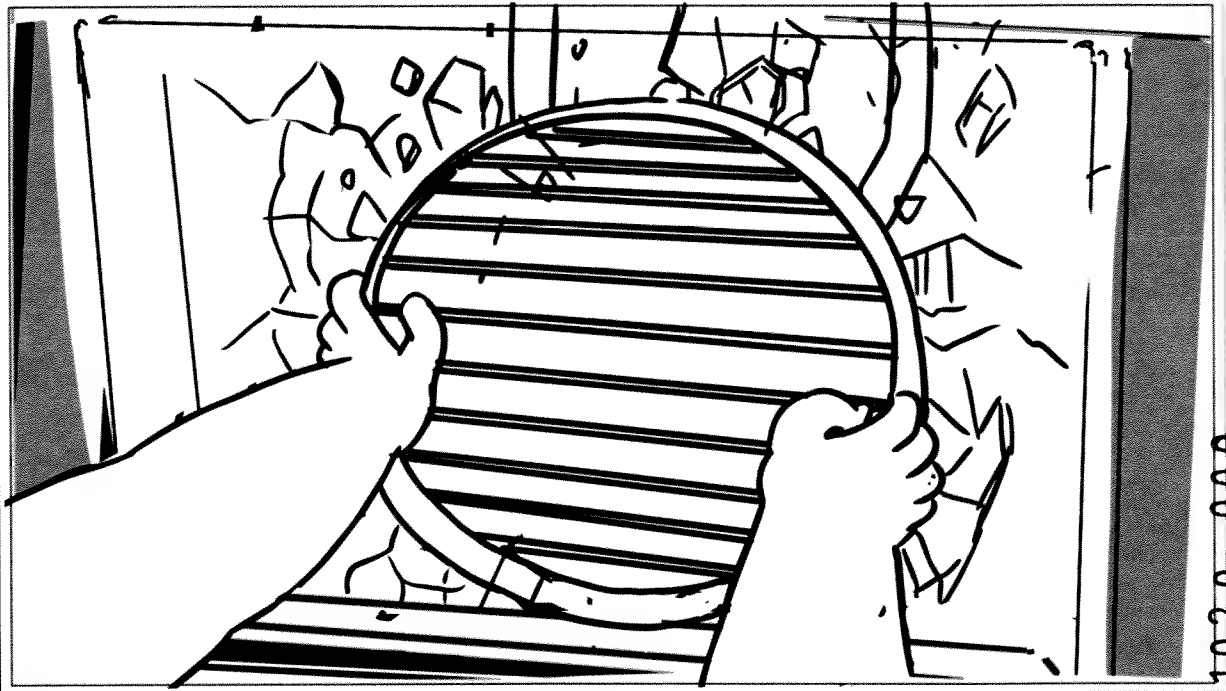
Scene 215 CONT Panel 8



Dialog
STEVEN: AAHHHHGH!!!

Slugging
Panels 1 + 2 = 1.09

Scene 215 CONT Panel 9



Dialog
STEVEN: AAHHHHGH!!!

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Scene	Panel
217	1



Dialog
STEVEN: AAA---

Slugging
Panels 1 + 2 = 0.10

Scene	Panel
217	2



Dialog
STEVEN: AAA---

Action Notes
Steven pulls grill back

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Scene	217	Panel	3
Dialog STEVEN: AHHHHGH!!!			
Action Notes Steven smashes grill down			
Slugging 1.04			

Scene	217	Panel	4
Dialog STEVEN: AAA---			
Action Notes Steven pulls grill back			
Slugging 0.14			

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1020.009

1020.009

Scene	217	Panel	5
CONT			
Dialog			
STEVEN: AAHHHHGH!!!			
Action Notes			
Steven smashes grill down			
Slugging			
0.04			

Scene	217	Panel	6
CONT			
Action Notes			
Steven stops hitting the machine			
Slugging			
1.02			
JUN 17 2015			

1020.009

1020.009

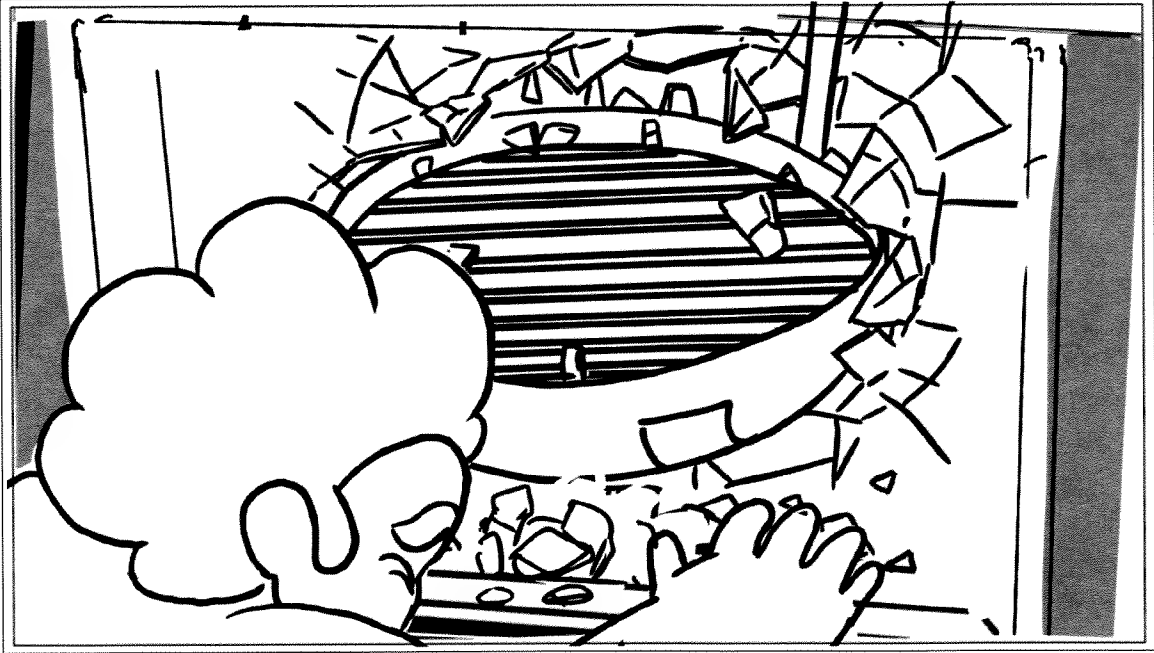
1020.009

Scene	Panel
217	<i>cont</i>
	7



Slugging
2.01

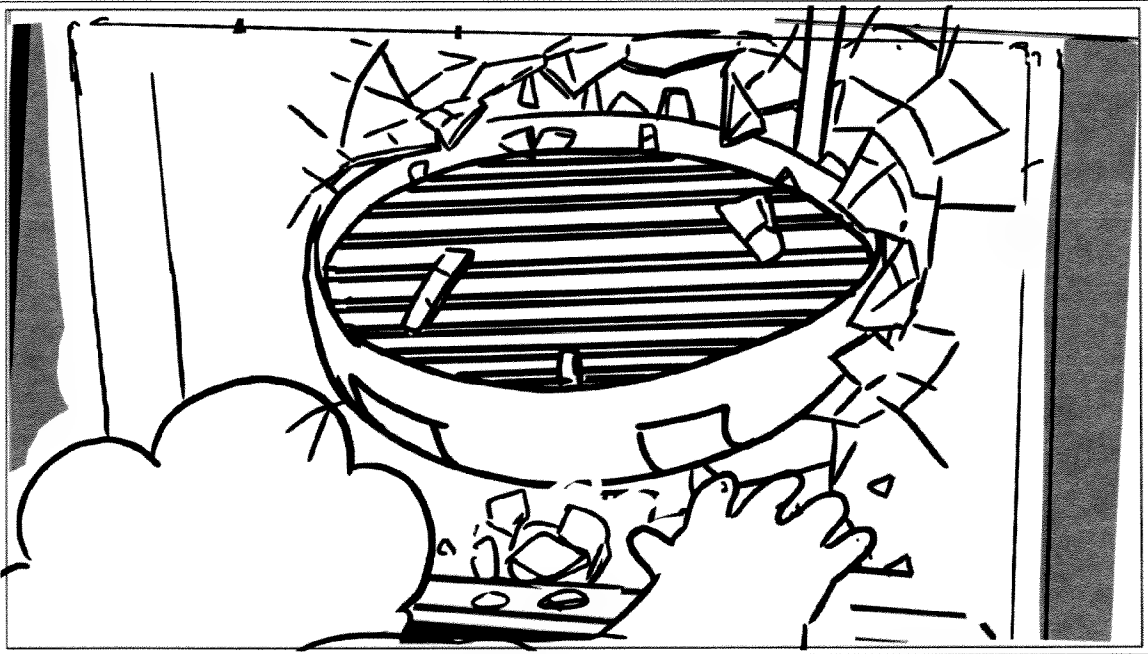
Scene	Panel
218	
	1



Slugging
1.03

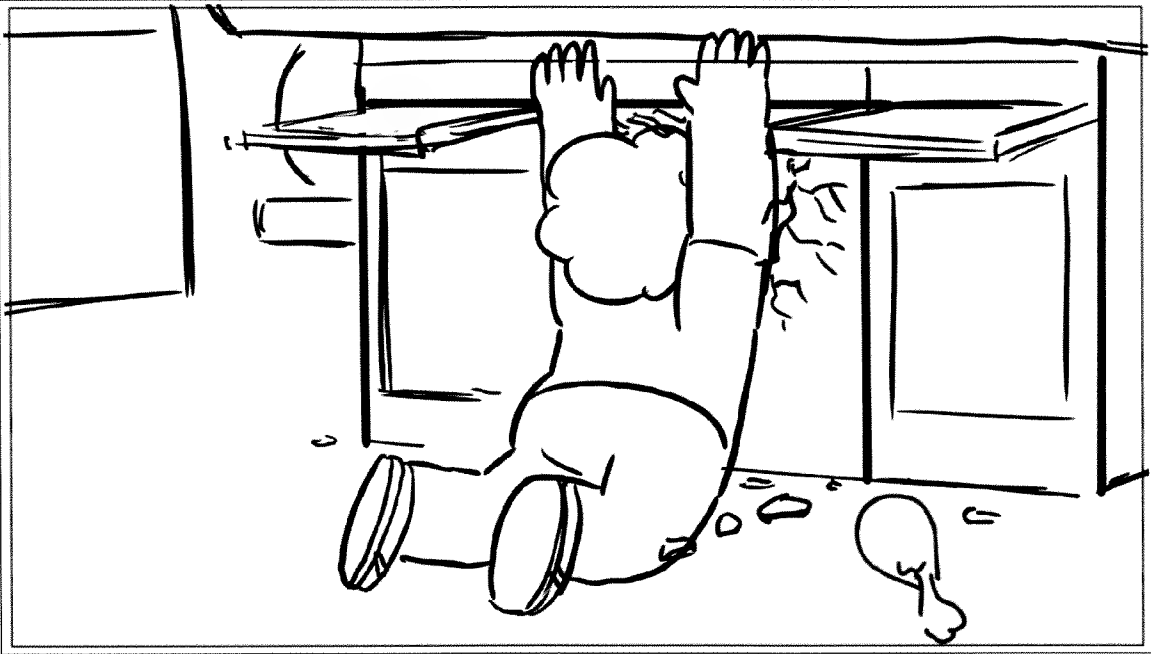
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Scene 218 Panel 2



Slugging
0.15

Scene 219 Panel 1



Action Notes
Steven sinks down

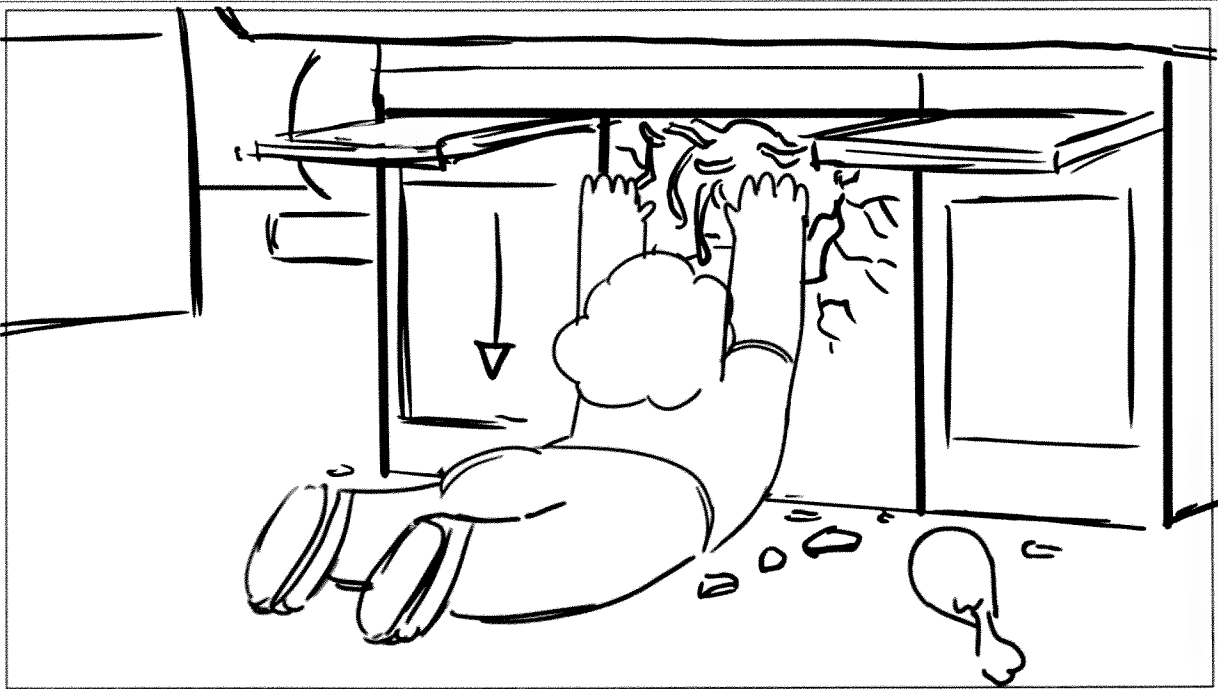
Slugging
Panels 1 + 2 = 1.15

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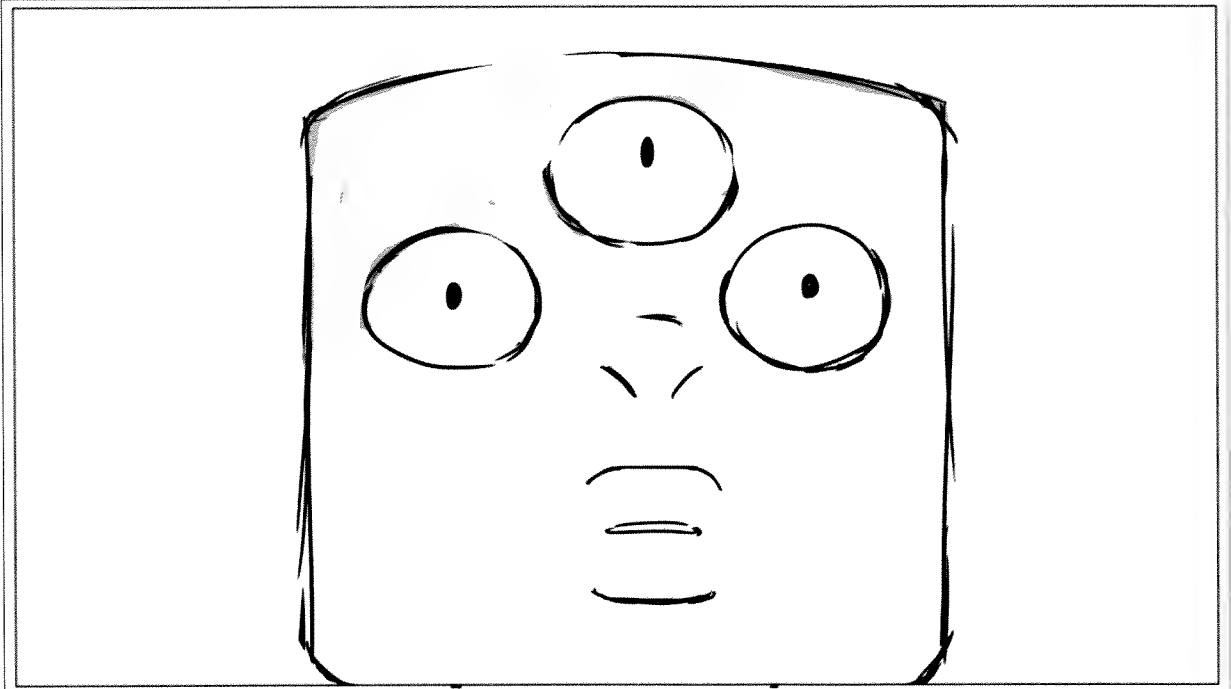
1020.009

Scene	Panel
219	CONT
	2



Action Notes
Steven sinks down

Scene	Panel
220	
	1



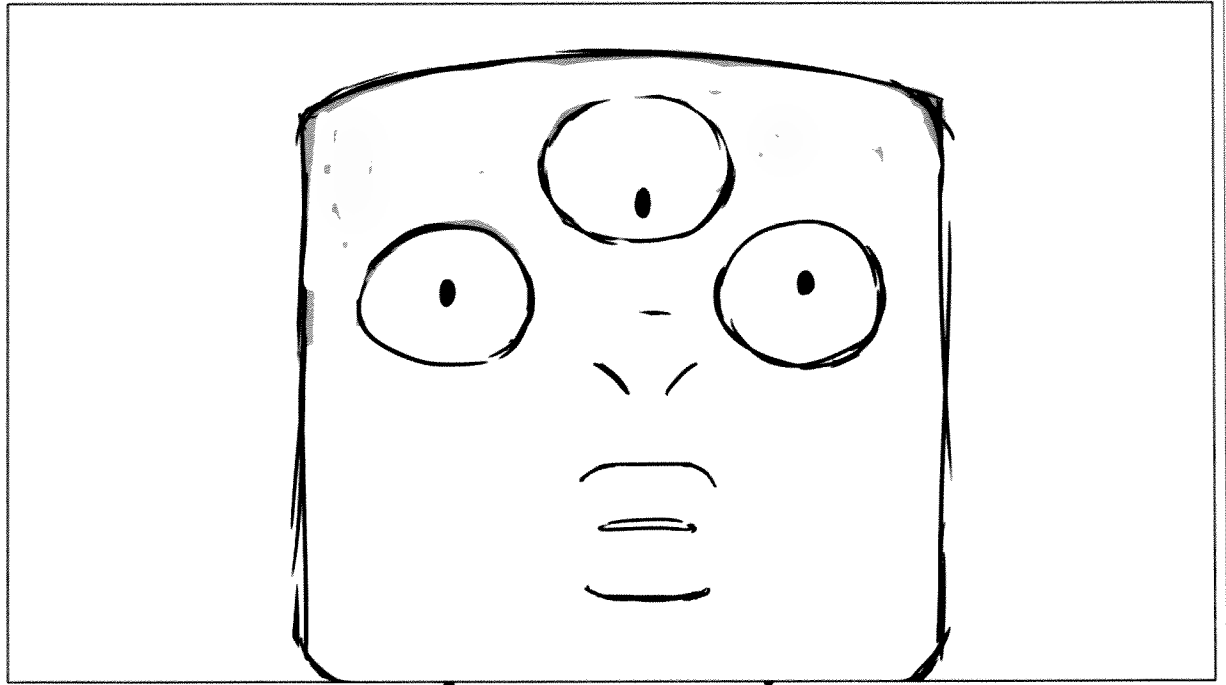
Slugging
0.09

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1020.009

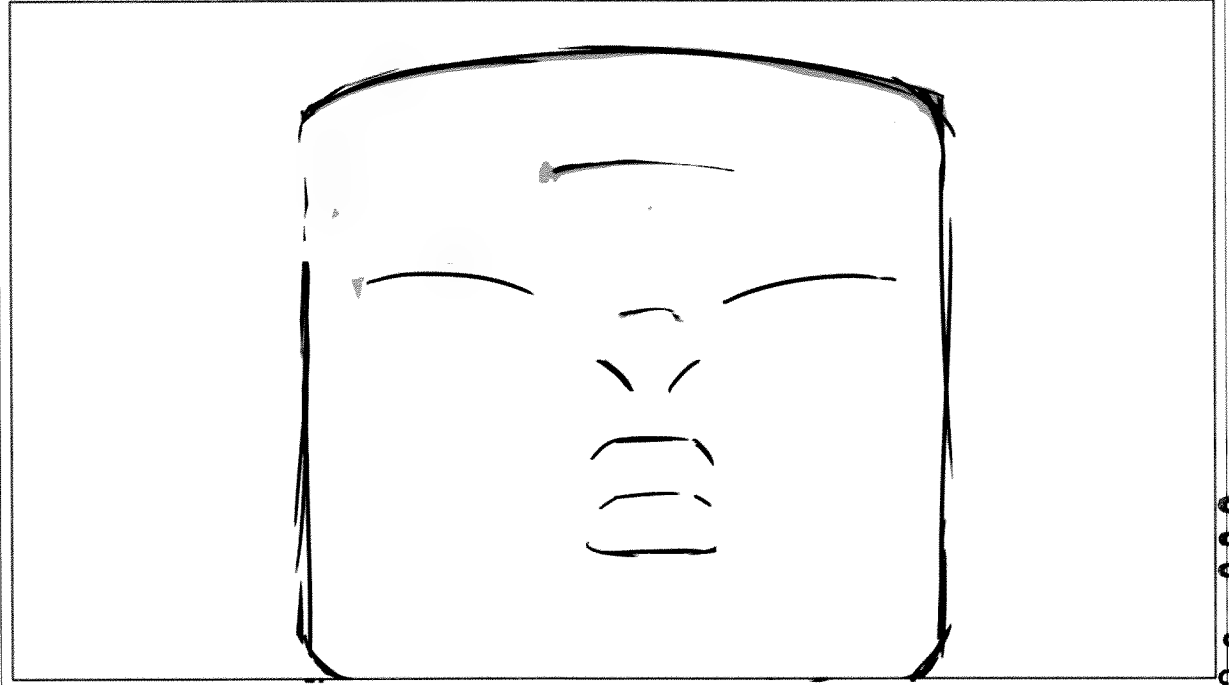
1020.009

Scene 220 Panel 2



Slugging
1.04

Scene 220 Panel 3



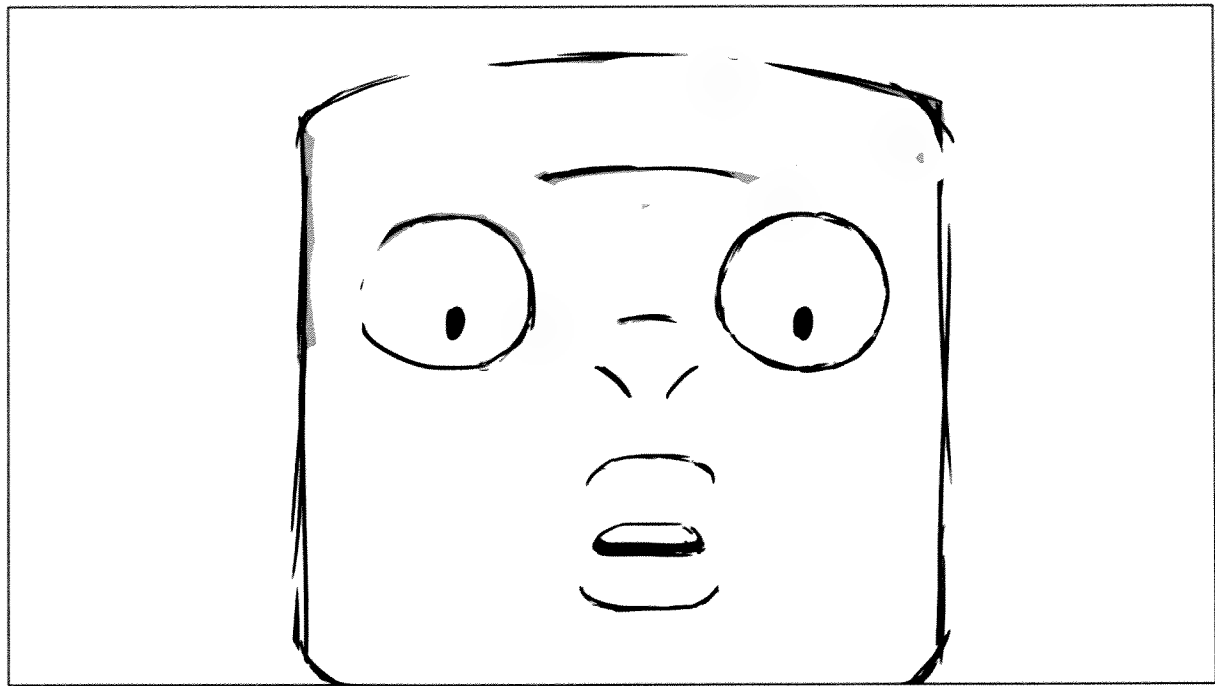
Slugging
0.05

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1020-009

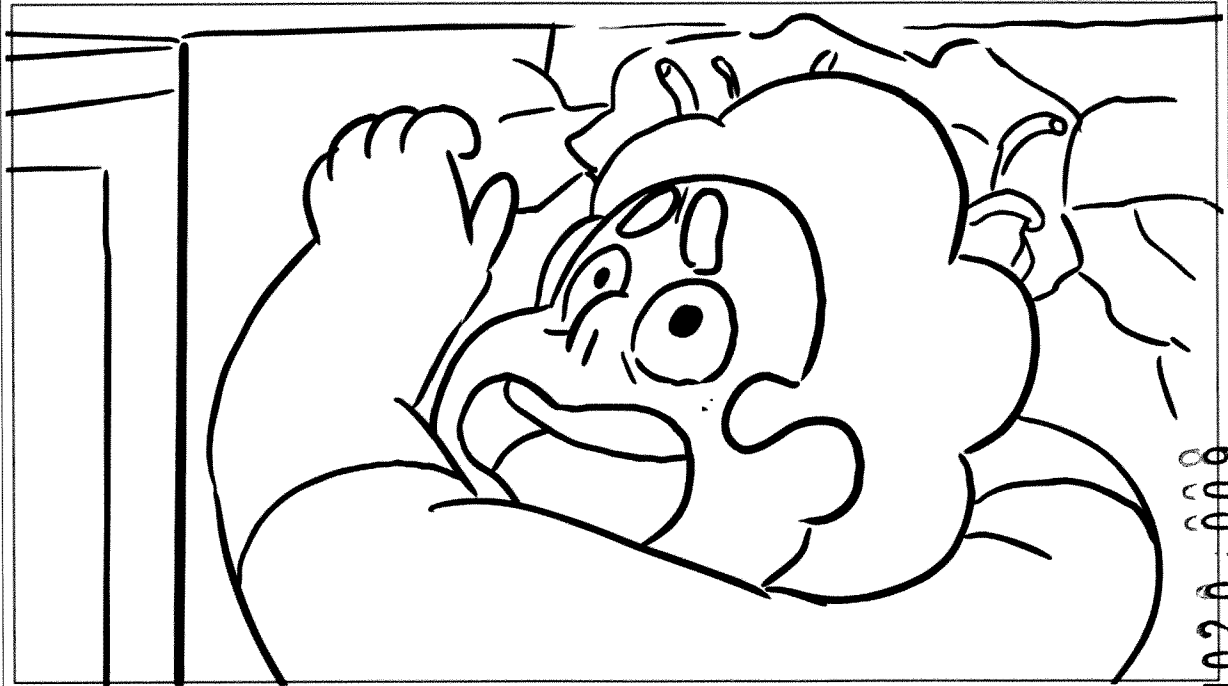
Scene	Panel
220	4



Dialog
GARNET: STEVEN!

Slugging
1.05

Scene	Panel
221	1

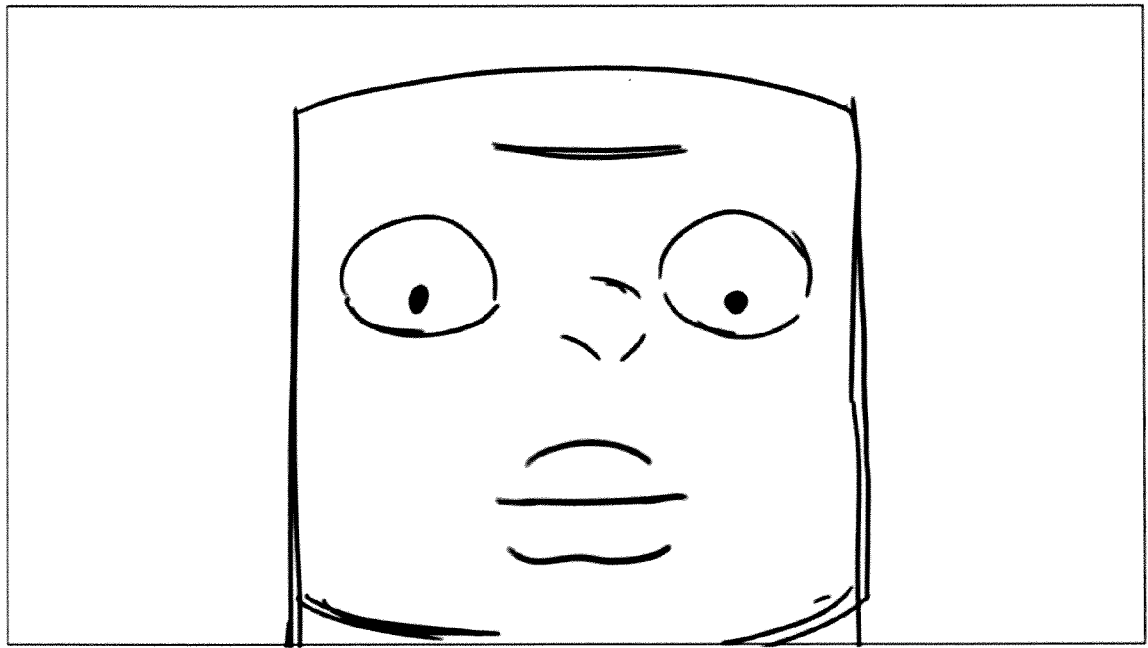


Dialog
STEVEN: GARNET!!!

Slugging
1.07

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Scene	Panel
222	1



Slugging
0.11

Scene	Panel
222	2 cont



Slugging
0.08

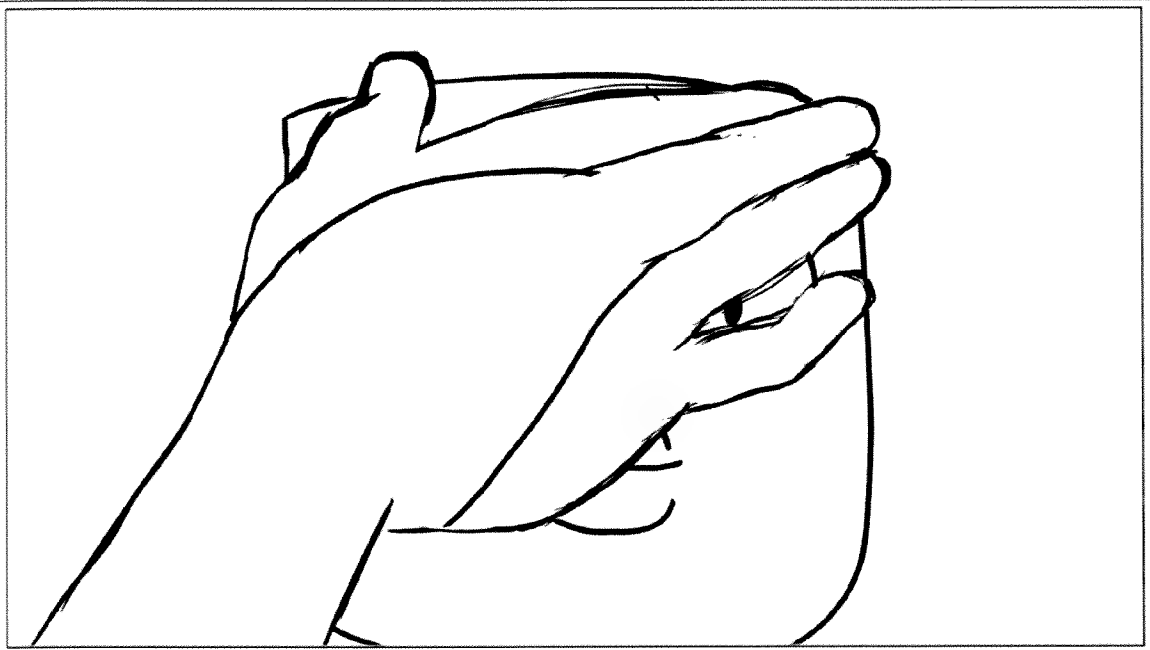
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1020.009

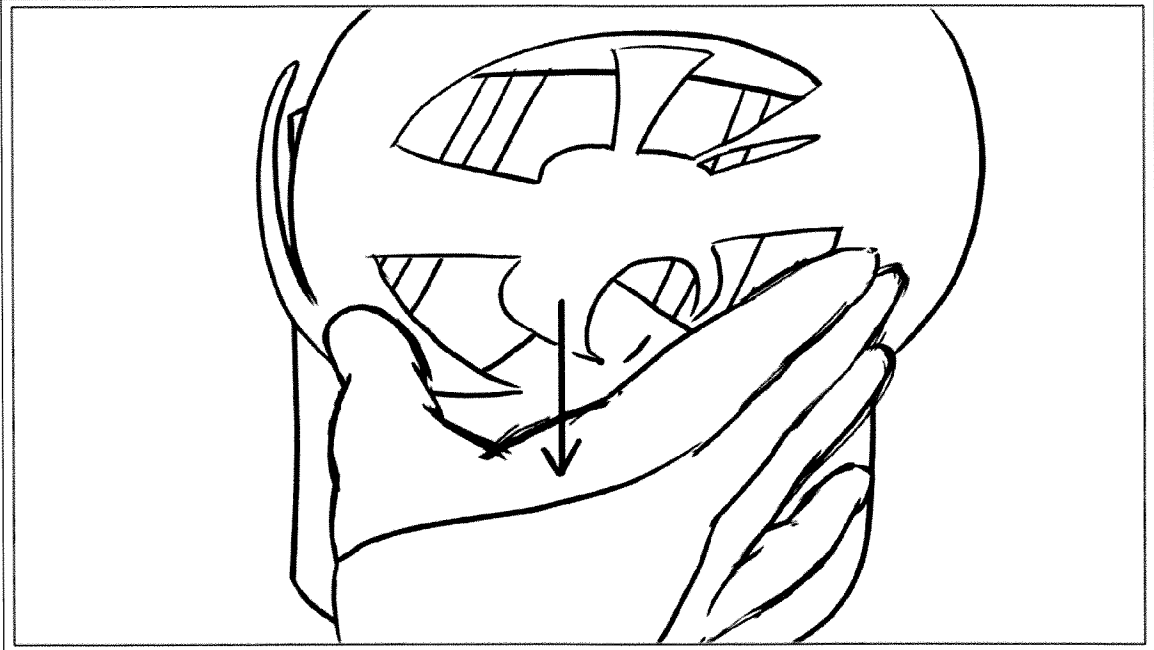
1020.009

Scene 222 Panel 3
CONT



Slugging
1.02

Scene 222 Panel 4
CONT



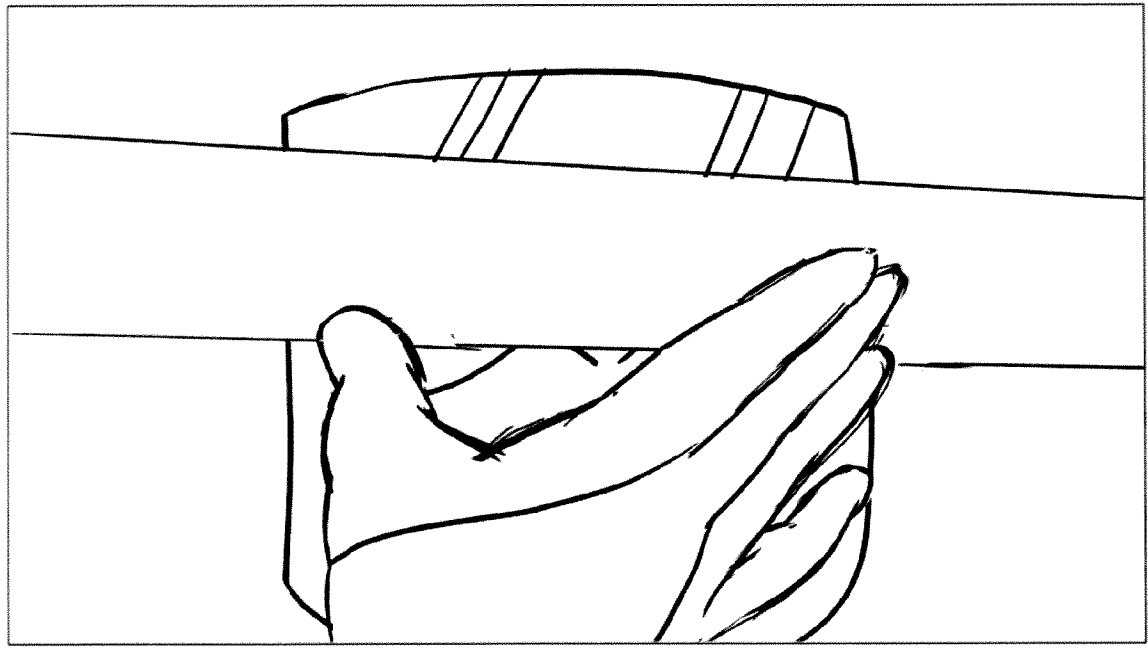
Action Notes
Garnet pulls glasses down over her eyes

Slugging
0.04
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1020.009

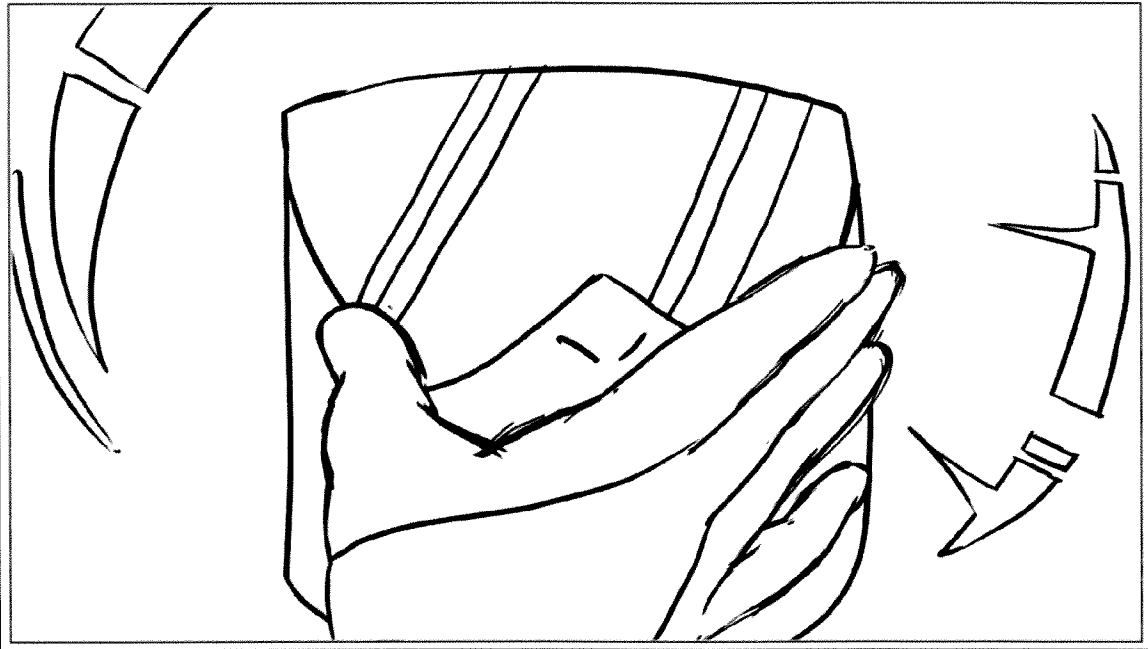
Scene 222 Panel 5



Action Notes
Light shines over her glasses

Slugging
0.04

Scene 222 Panel 6



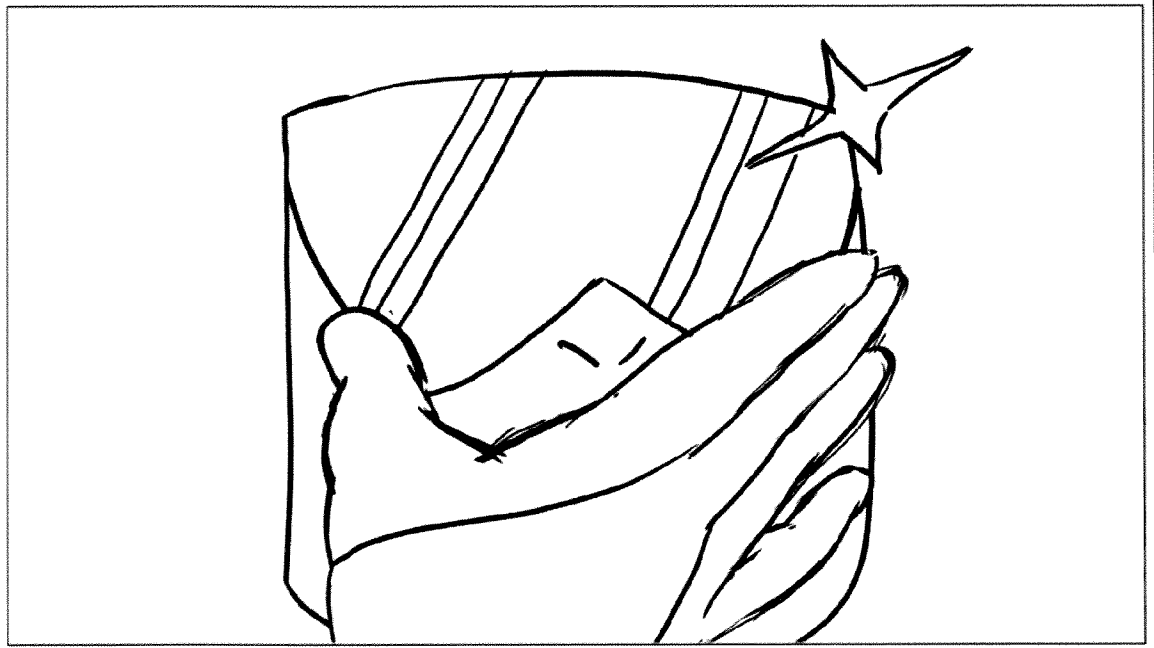
Slugging
0.04

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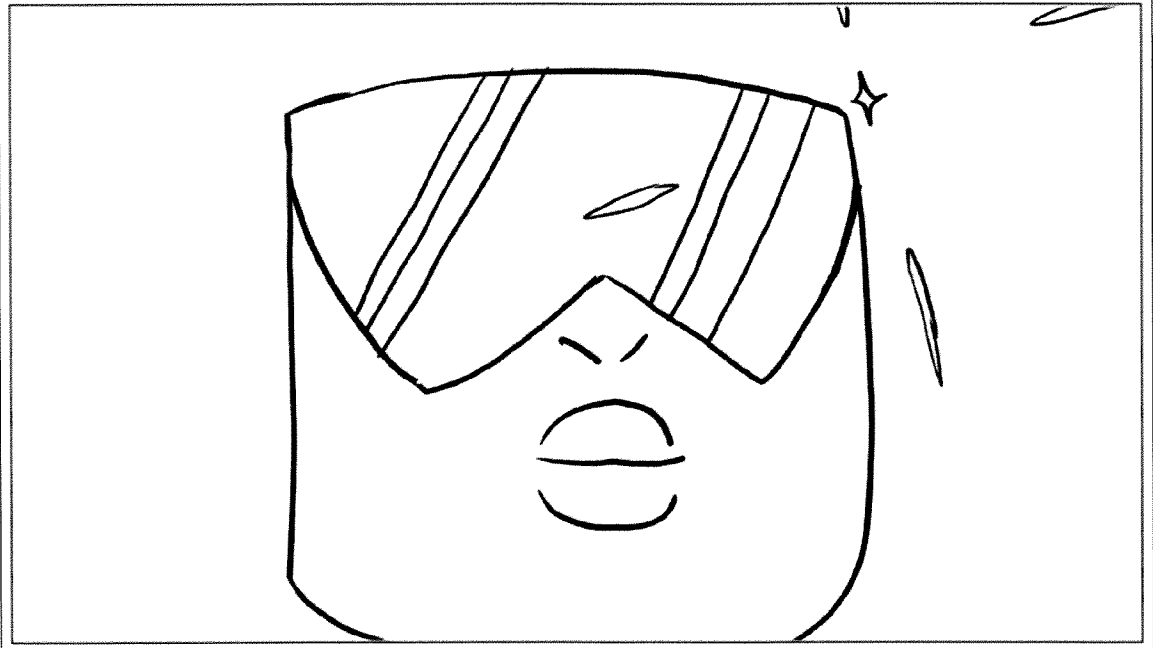
1020.009

Scene	Panel
222	CONT
	7



Slugging
0.10

Scene	Panel
222	CONT
	8



Action Notes
Light disappears

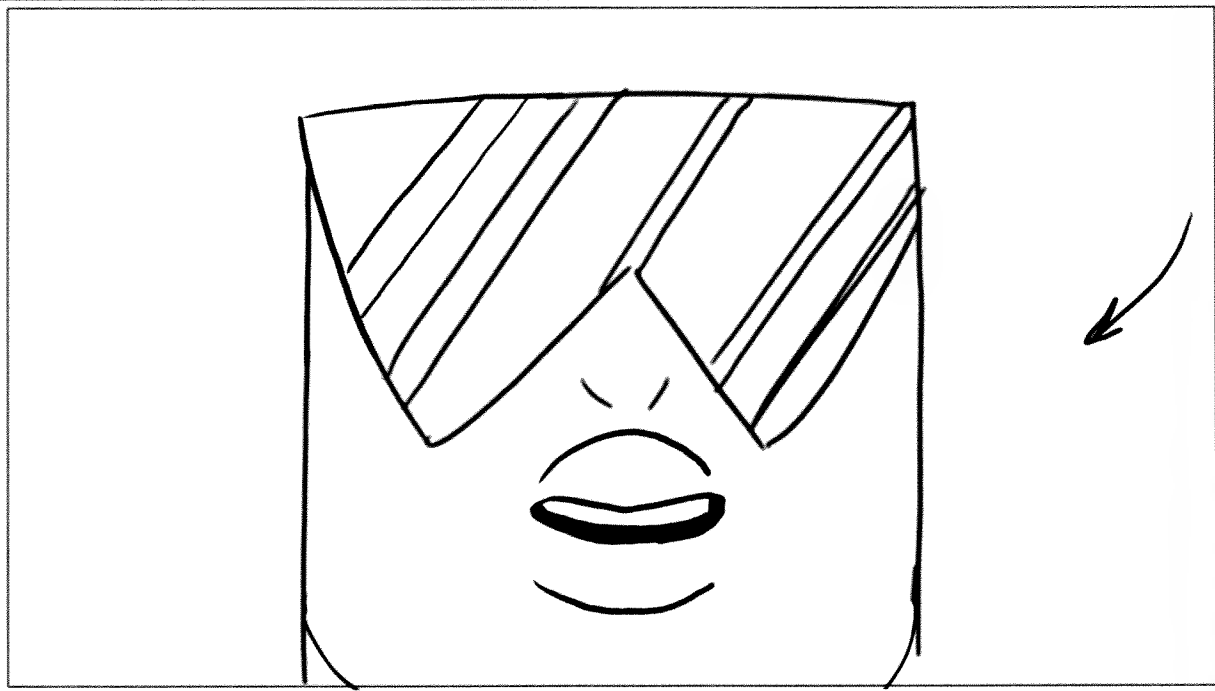
Slugging
0.12

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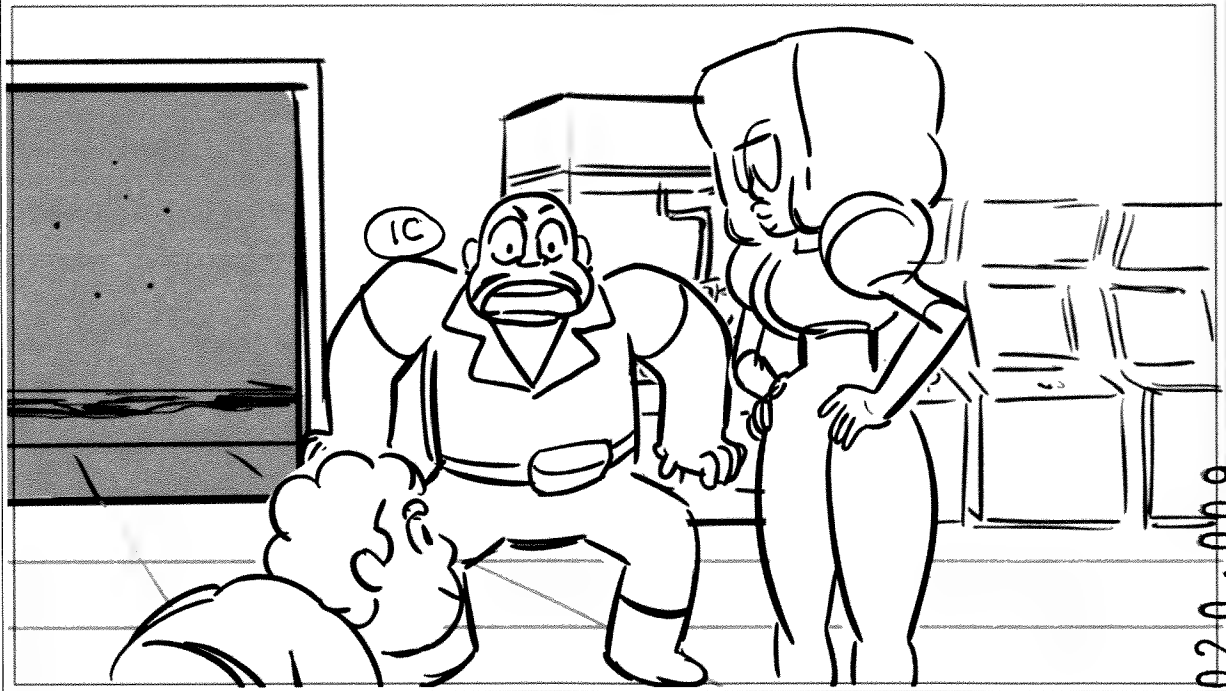
Scene	Panel
222	cont 9



Dialog
GARNET: YOU WON.

Slugging
1.13

Scene	Panel
223	1



Dialog
MR. SMILEY: EHH--- EHHH?!!

Action Notes
Same BG as SCENE 90

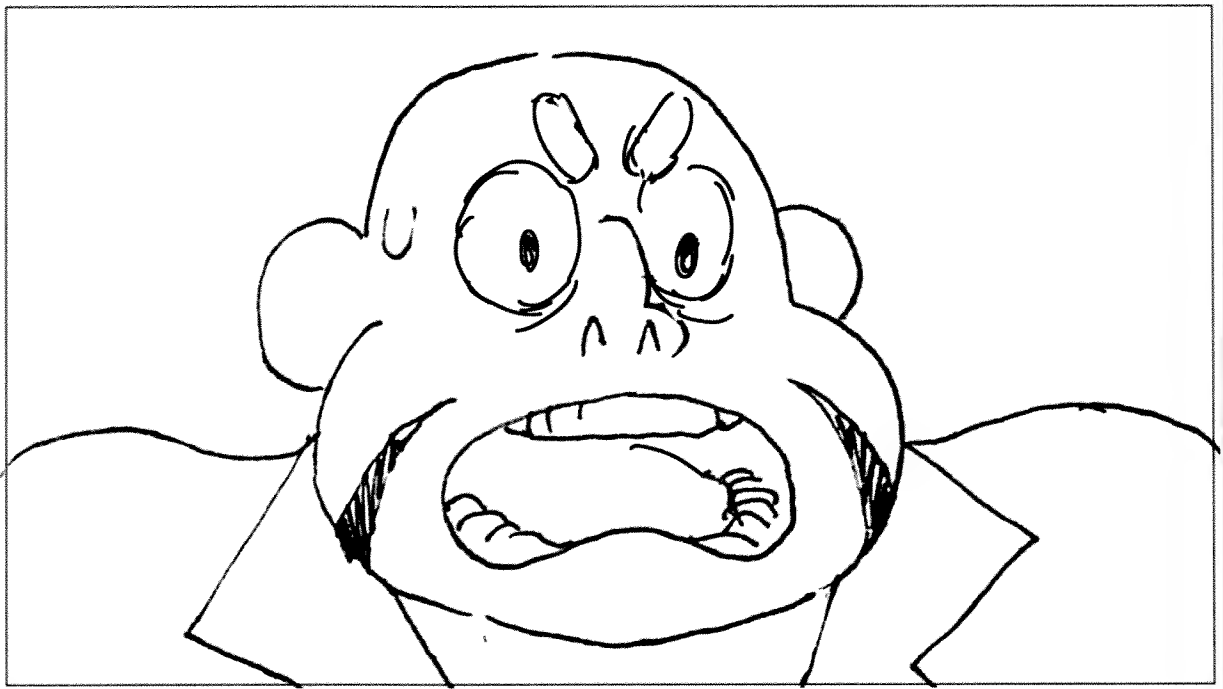
Slugging
2.14

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Scene	Panel
224	1



Dialog

MR. SMILEY: IT WAS YOU!!!

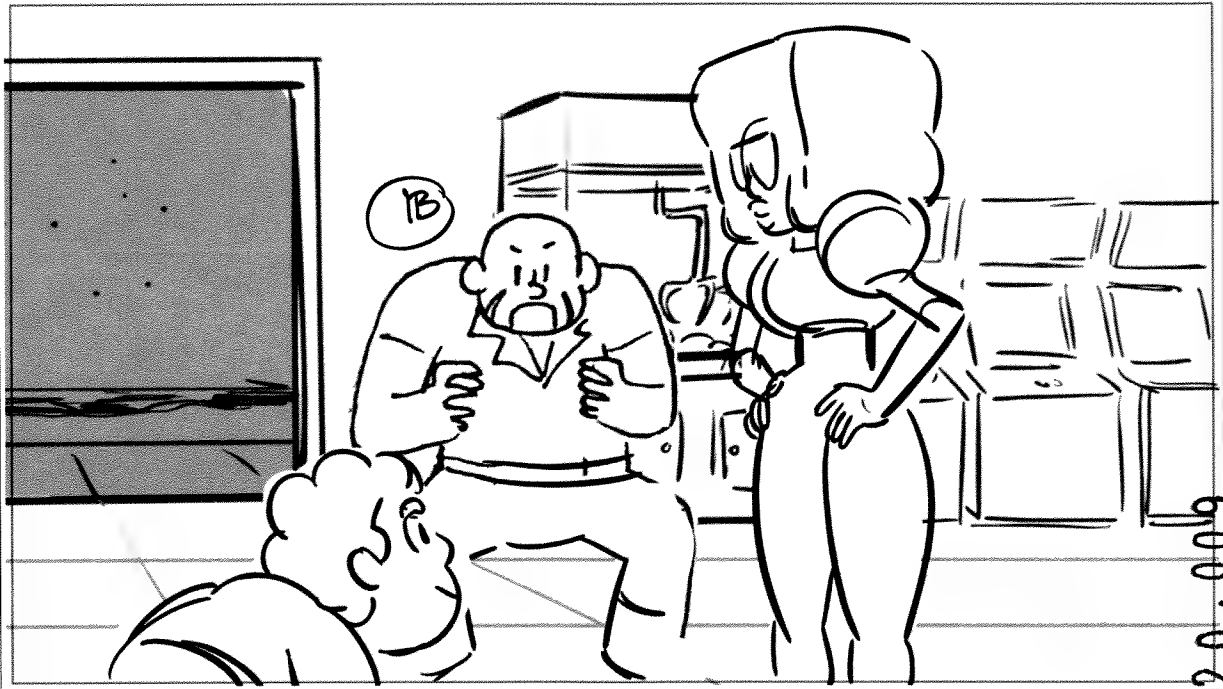
Action Notes

Mr Smiley shakes with anger

Slugging

1.14

Scene	Panel
225	1



Dialog

MR. SMILEY: YOU'VE BEEN BREAKIN' MY GAMES!!!

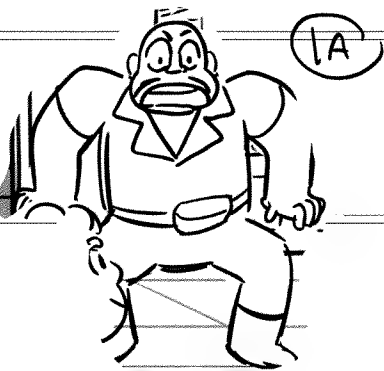
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Action Notes

Same BG as SCENE 90

Slugging

Panels 1 + 2 = 3.01



Scene	Panel
225	CONT
	2



Dialog

MR. SMILEY: YOU'VE BEEN BREAKIN' MY GAMES!!!

Scene	Panel
225	CONT
	3

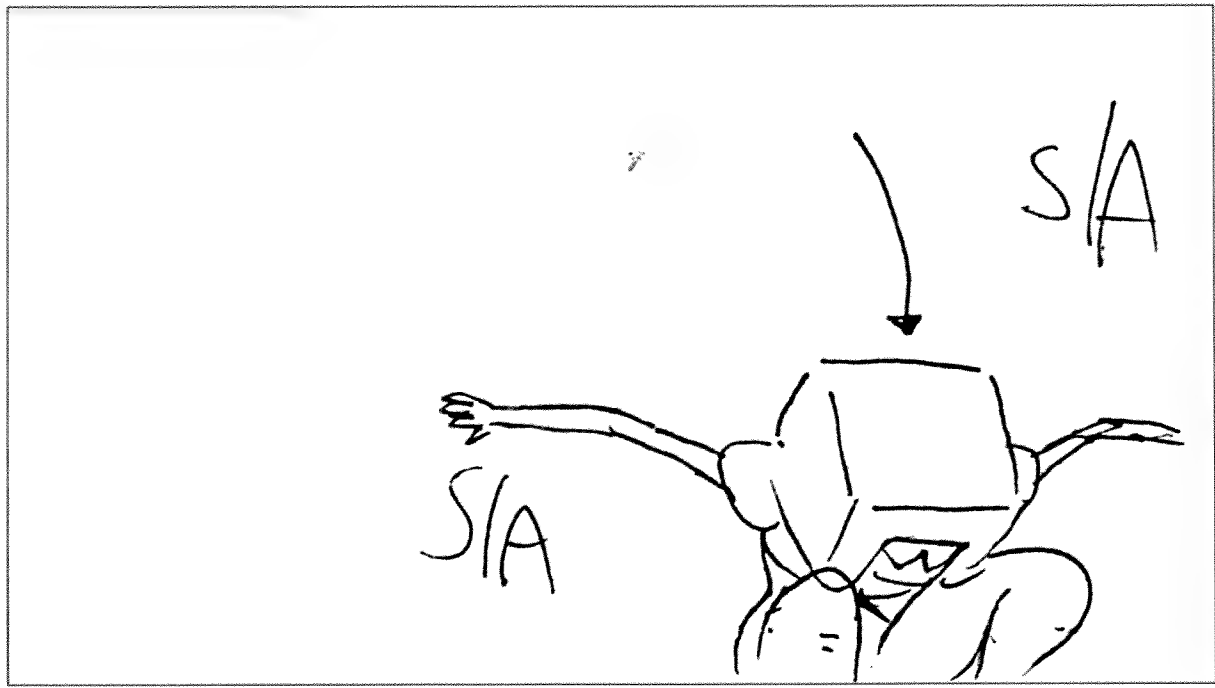


Slugging

0.12

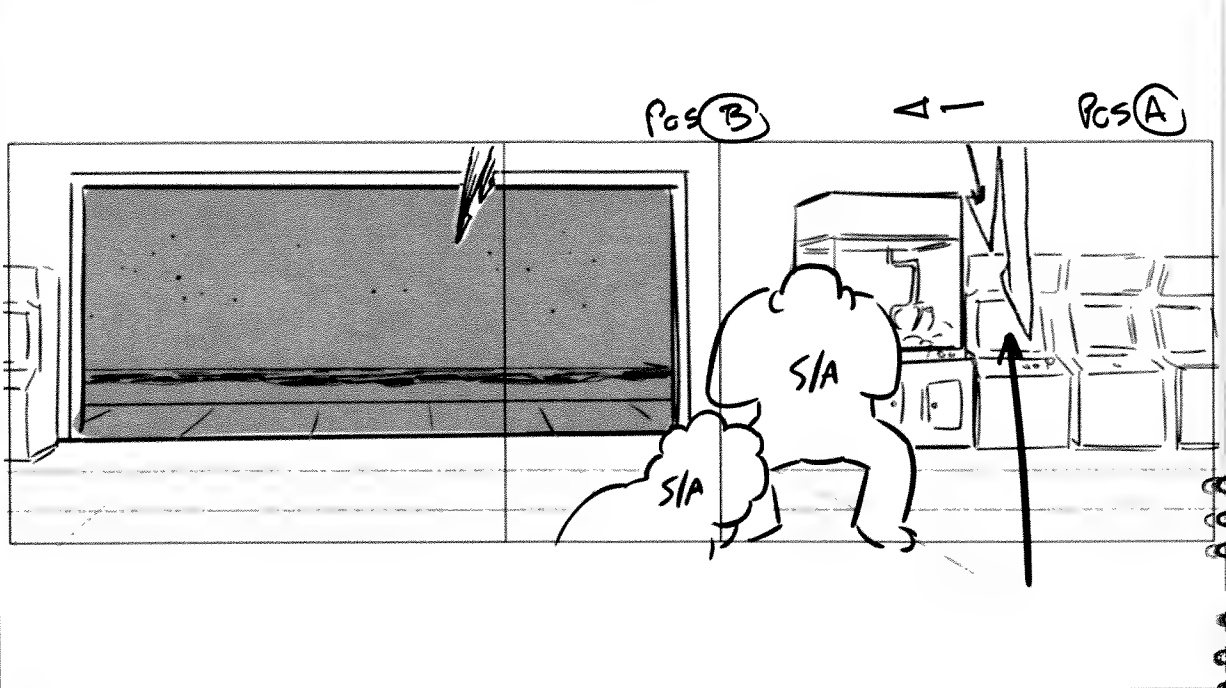
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Scene 225 Panel 4
CONT



Slugging
0.10

Scene 225 Panel 5
CONT



Slugging
ADJ: 0.08

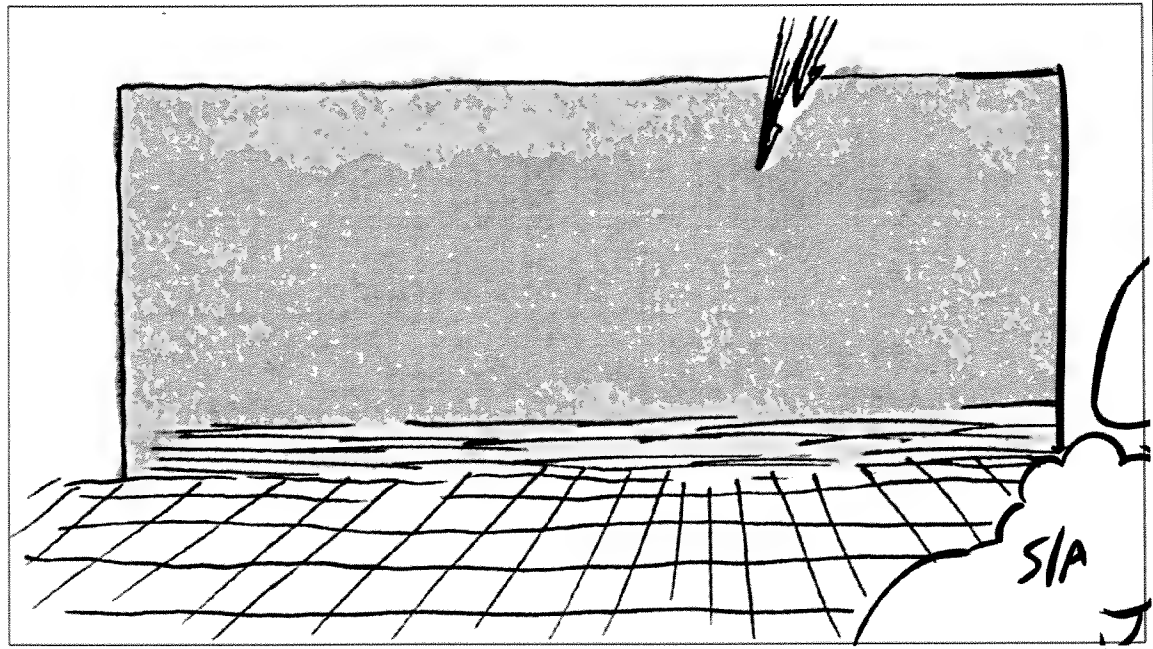
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1020.009

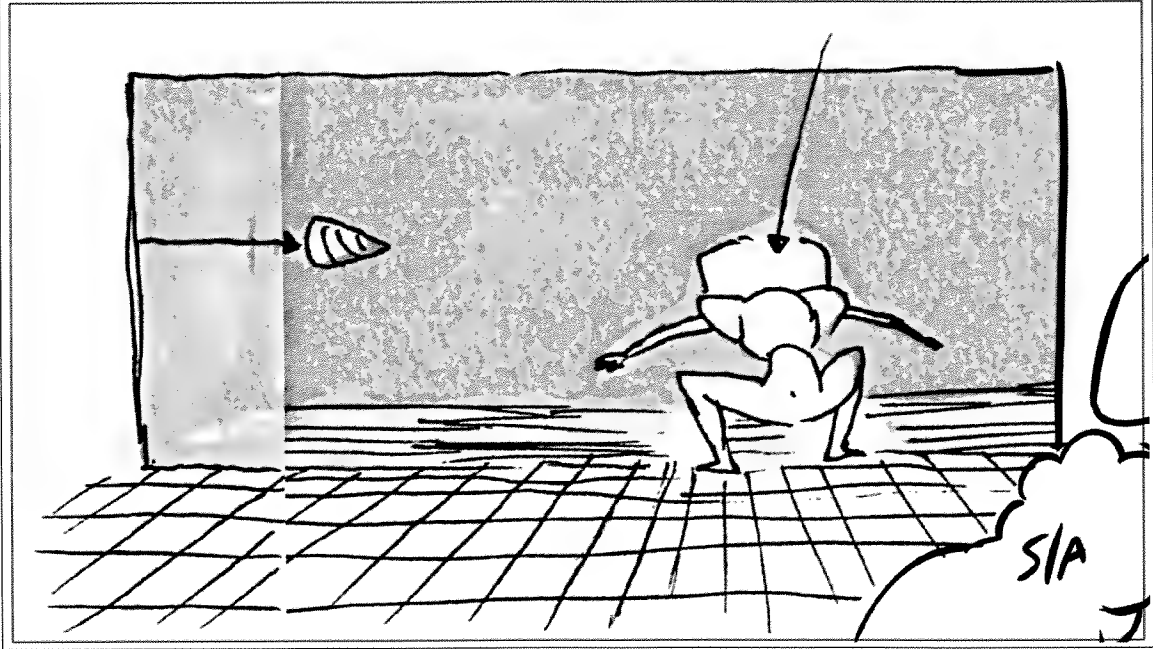
1020.009

Scene
225
Panel
CONT
6



Slugging
0.10

Scene
225
Panel
CONT
7



Slugging
0.14

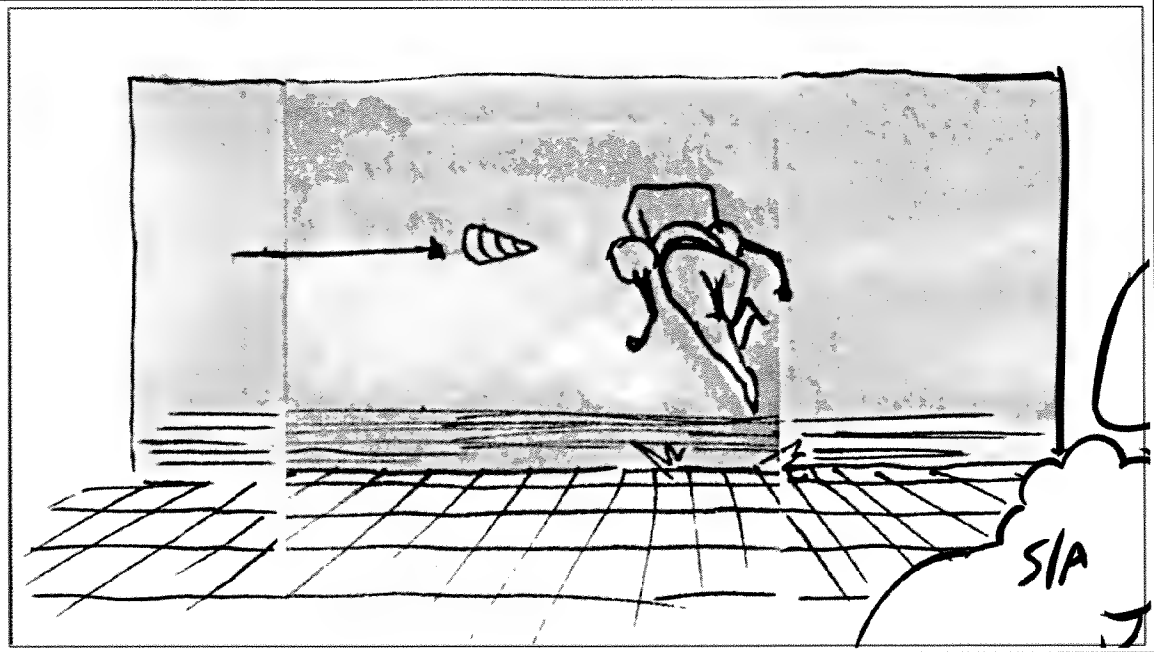
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1020.009

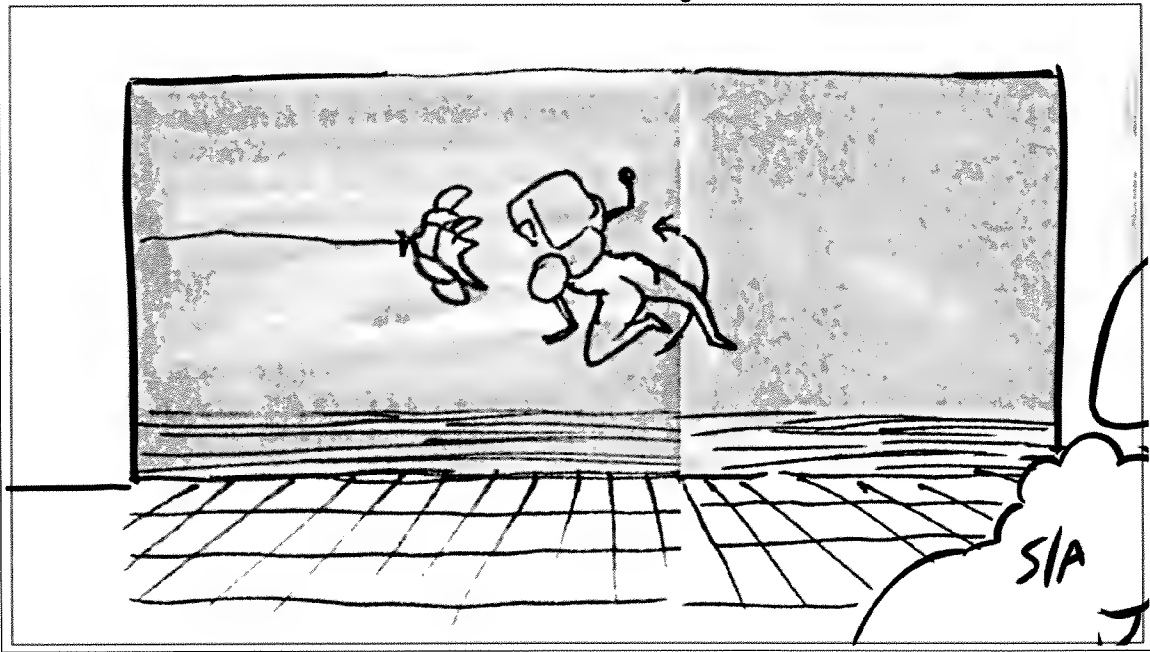
1020.009

Scene
225
Panel
CONT
8



Slugging
0.06

Scene
225
Panel
CONT
9



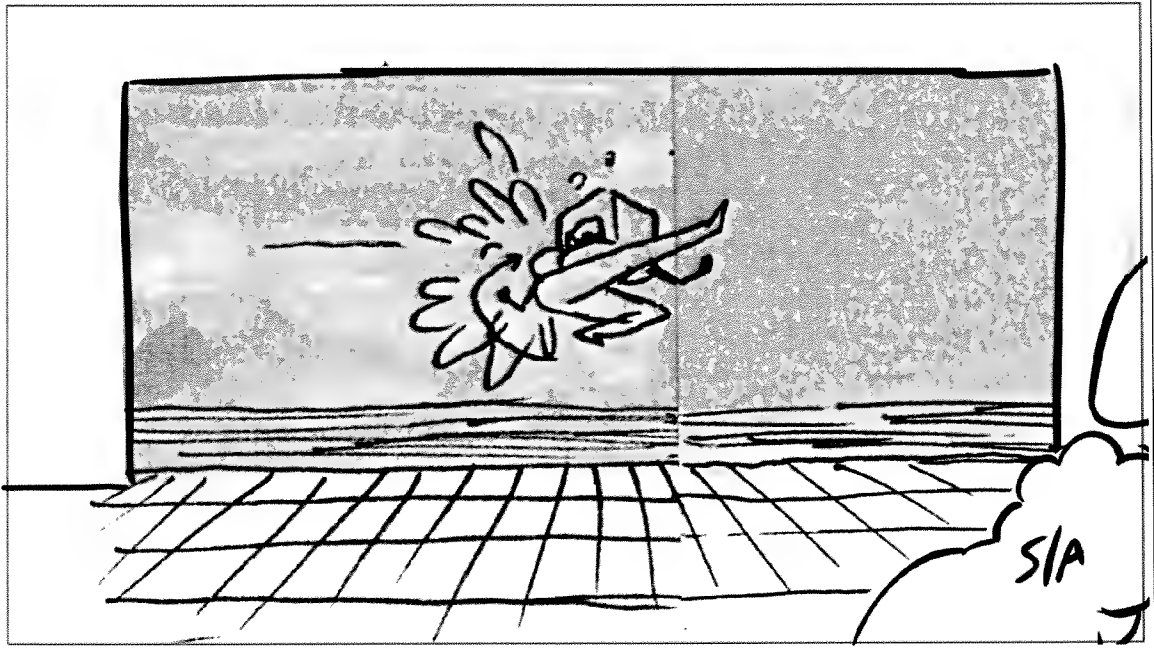
Slugging
0.05

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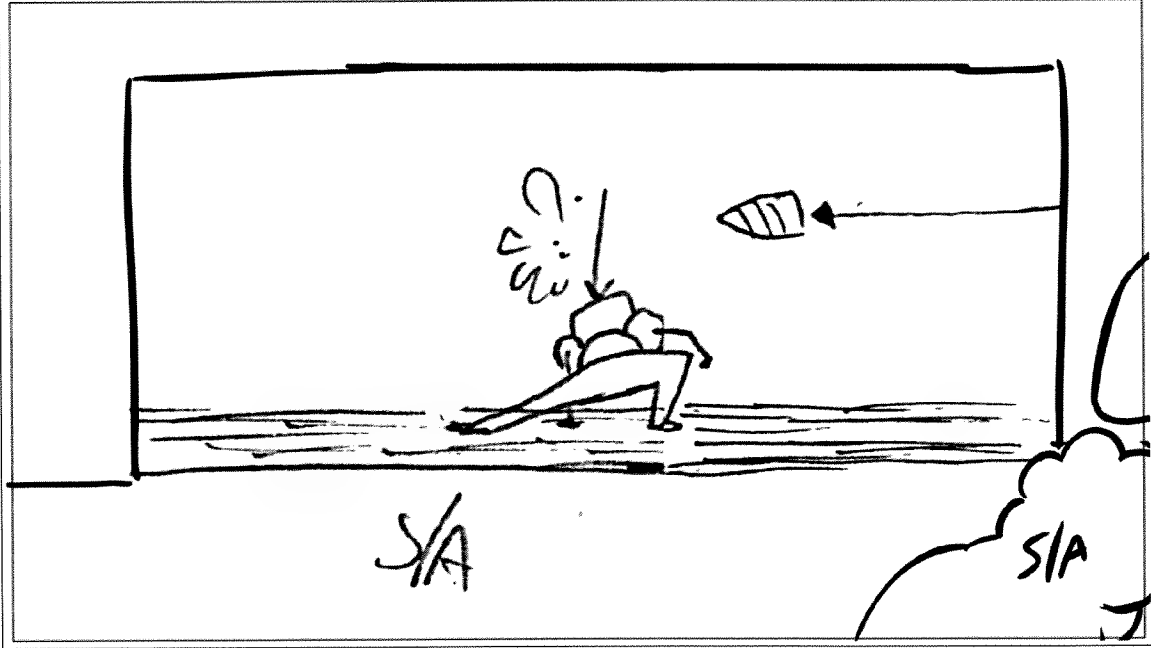
1020.009

Scene	Panel	
225	CONT	10



Slugging
0.08

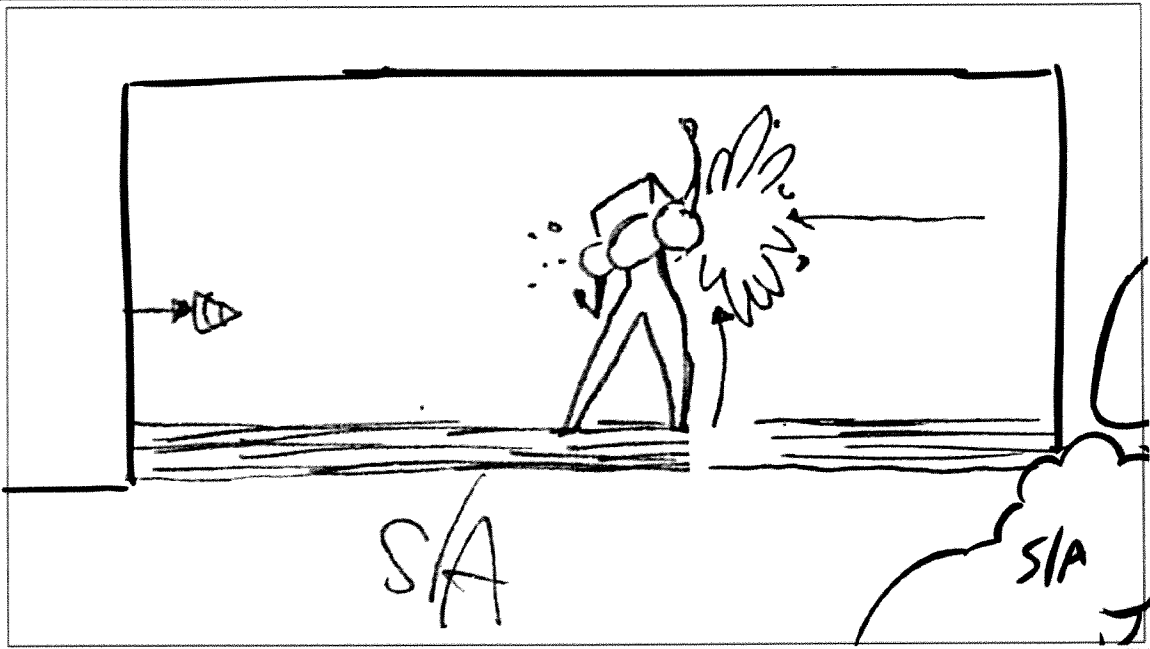
Scene	Panel	
225	CONT	11



Slugging
0.12

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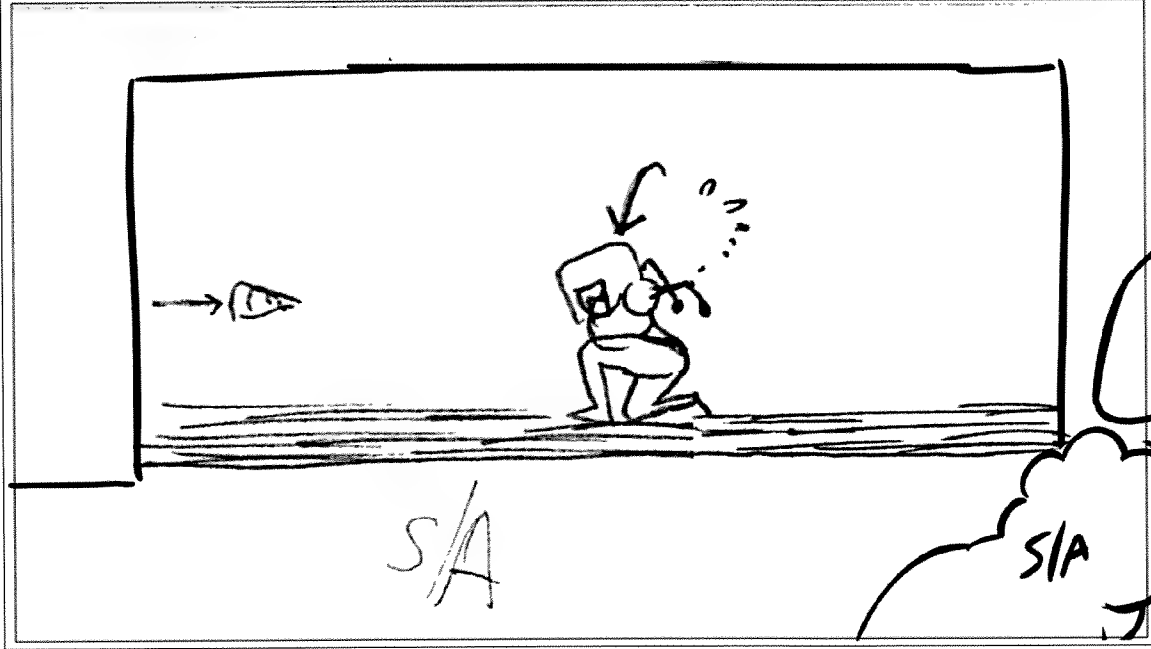
Scene 225 Panel 12



Dialog
GARNET: PEARL!

Slugging
0.12

Scene 225 Panel 13



Dialog
GARNET: AMETHYST!

Slugging
1.02

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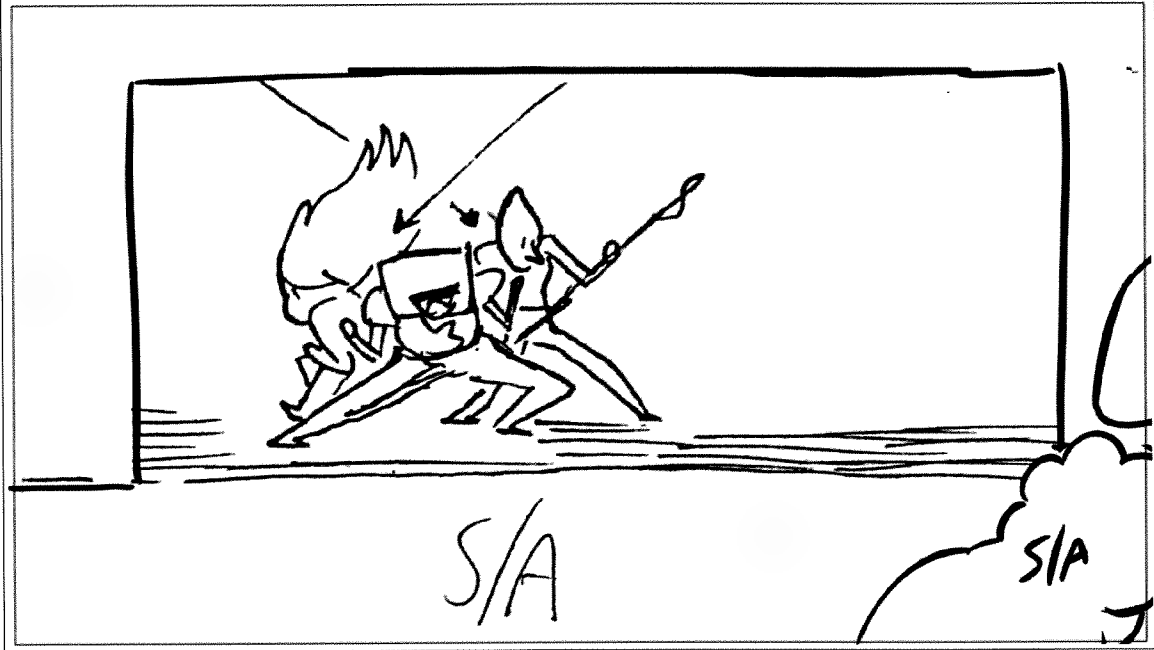
1020-009

Scene 225 Panel 14
cont



Slugging
0.08

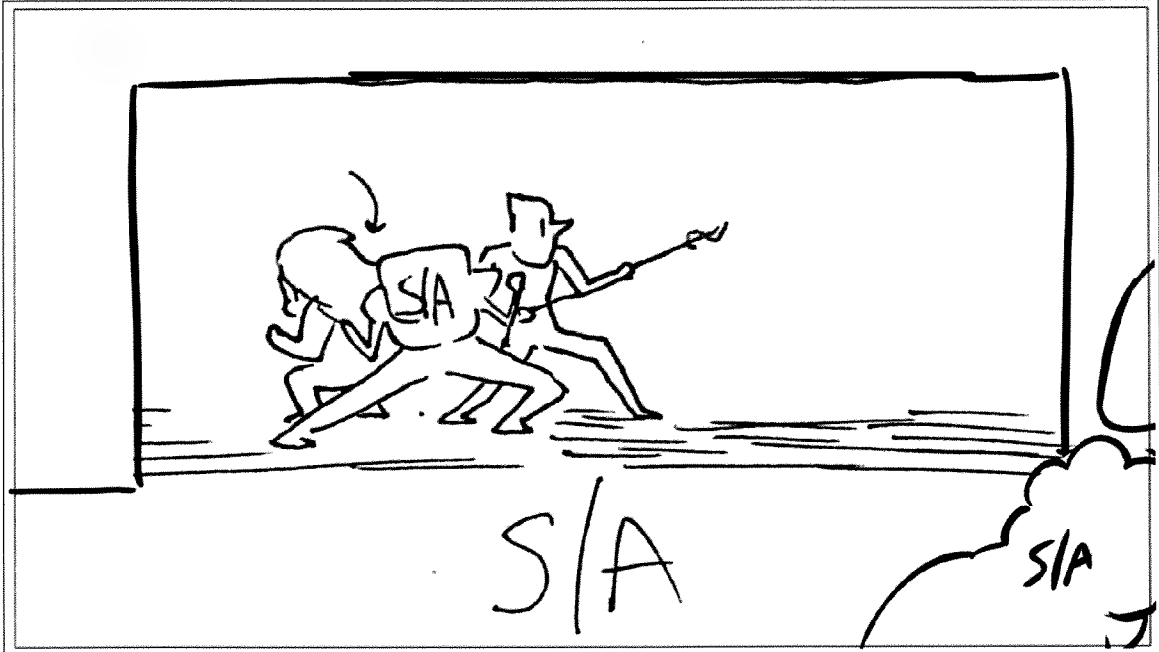
Scene 225 Panel 15
cont



Slugging
0.07

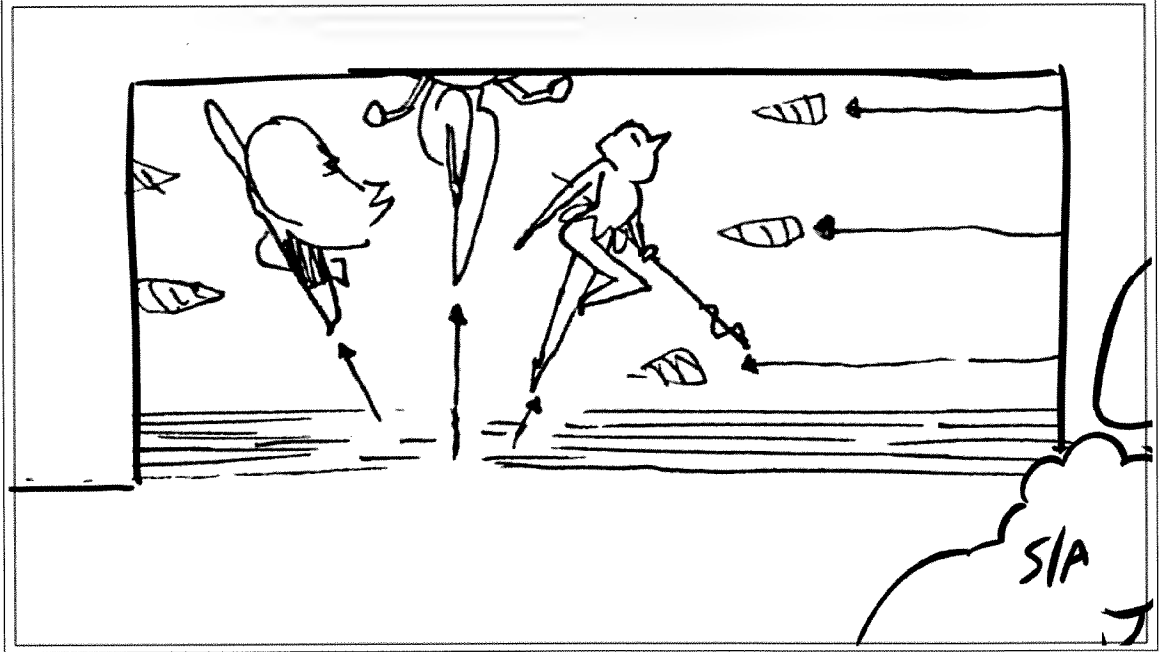
JUN 17 2013

Scene 225 Panel 16
cont



Slugging
1.05

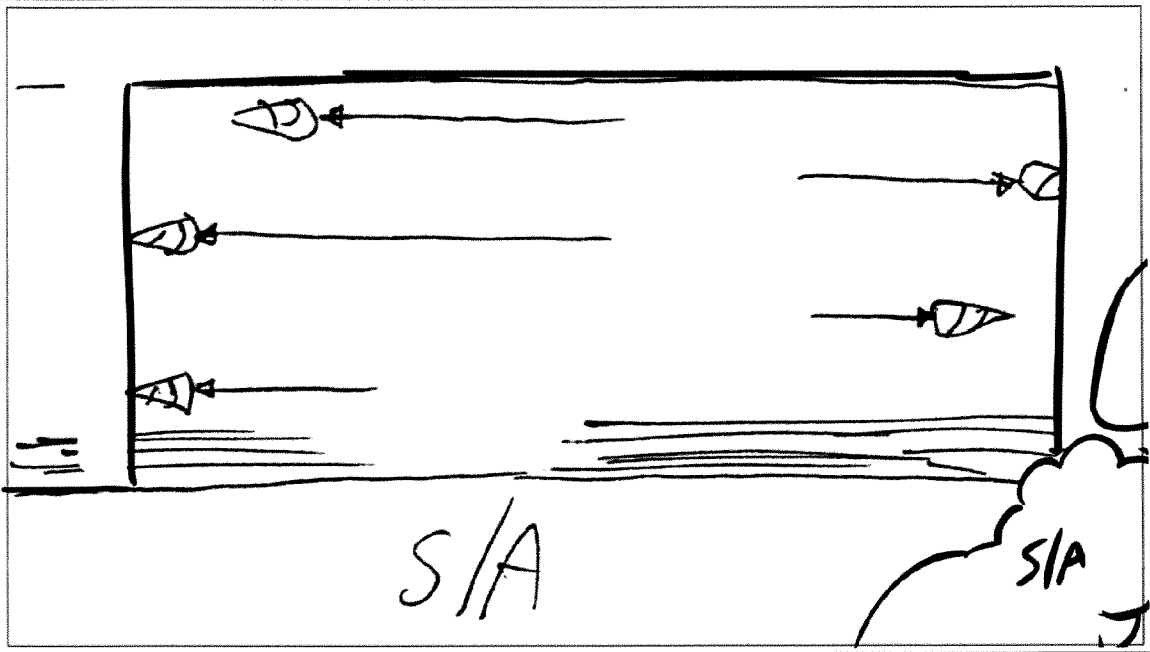
Scene 225 Panel 17
cont



Slugging
0.04

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Scene 225 Panel 18



Slugging
1.00

Scene 226 Panel 1



Dialog
STEVEN: I CAN HELP, TOO!

Slugging
2.03

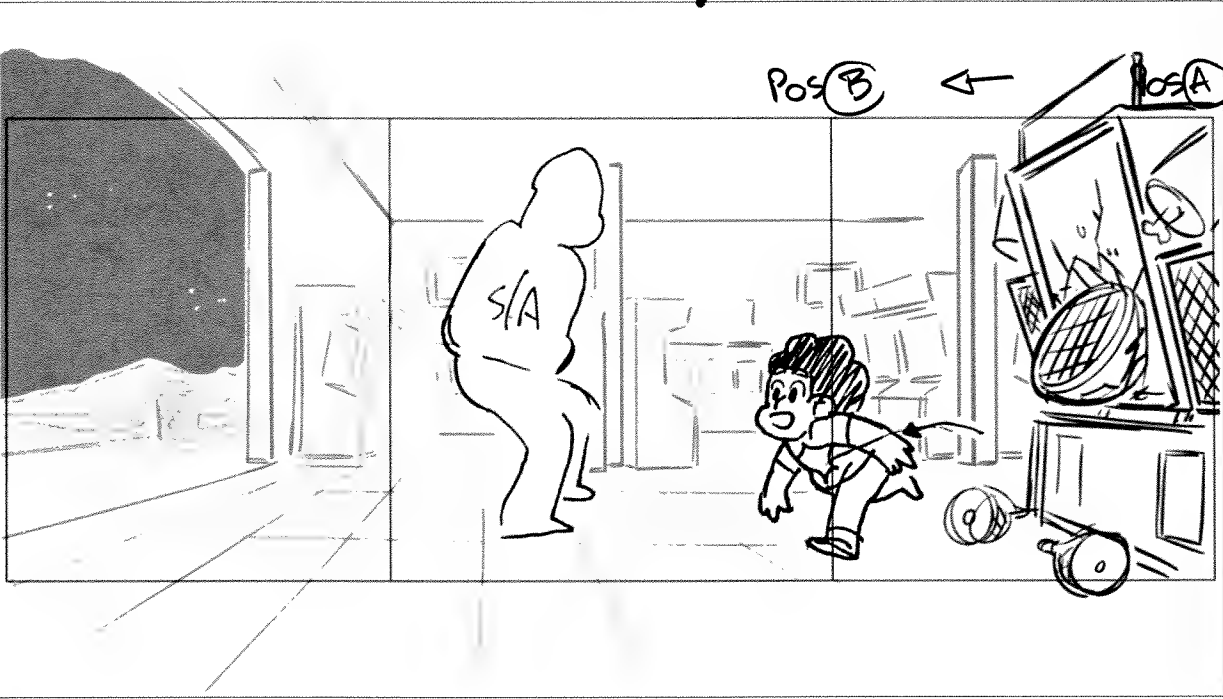
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1020.009

1020.009

1020.009

Scene 226 Panel 2
CONT



Slugging
HOLD: 0.10

Scene 226 Panel 3
CONT



Dialog
MR. SMILEY: OH,

Slugging
ADJ: 0.10

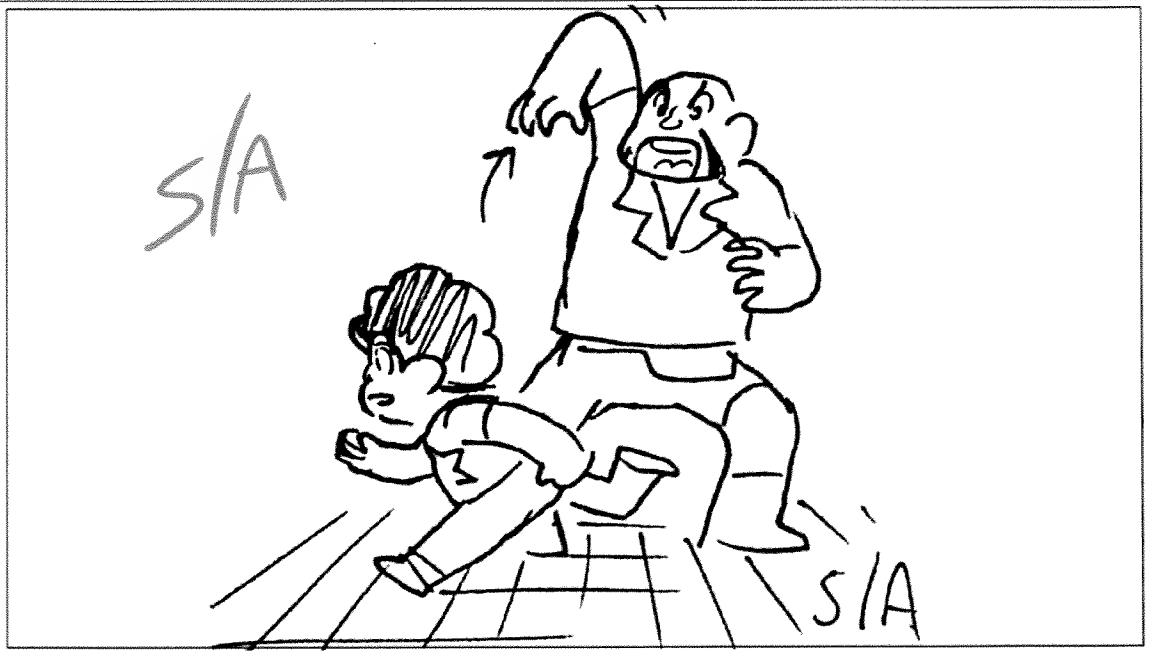
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1020.009

1020.009

1020.009

Scene 226 Panel 4



Dialog
MR. SMILEY: OH, NO!

Slugging
0.14

Scene 226 Panel 5



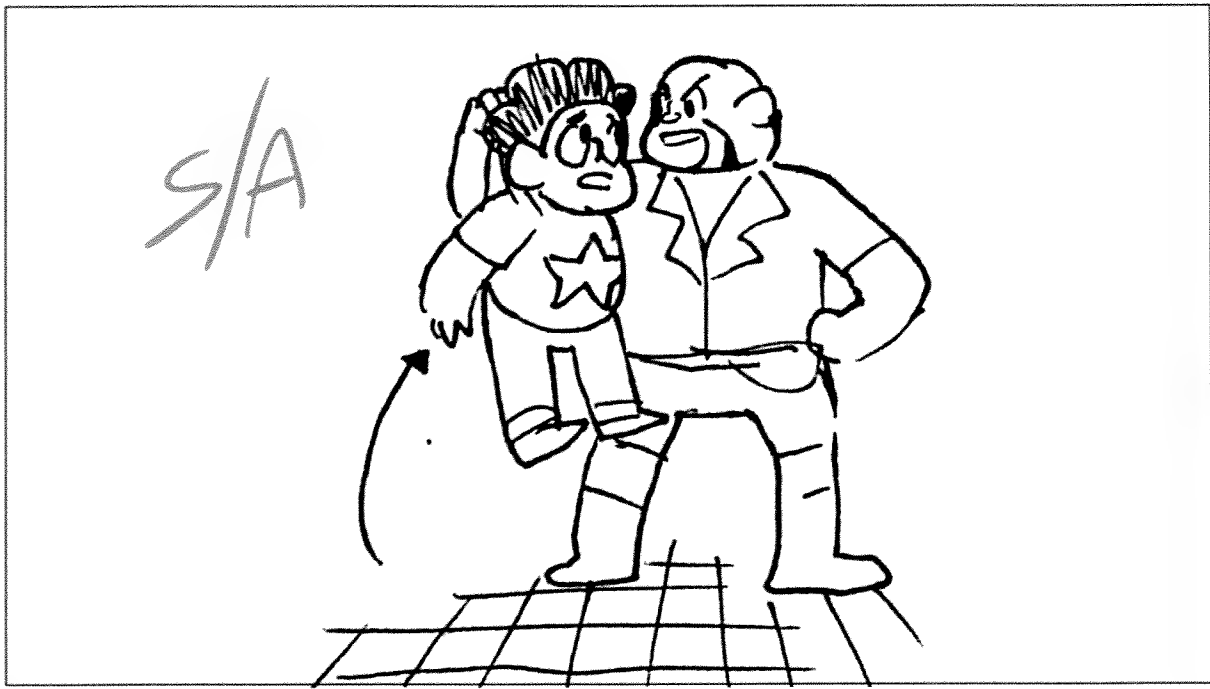
Dialog
MR. SMILEY: NO NO!

Slugging
1.11
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1020-009

1020-009

Scene 226 Panel 6

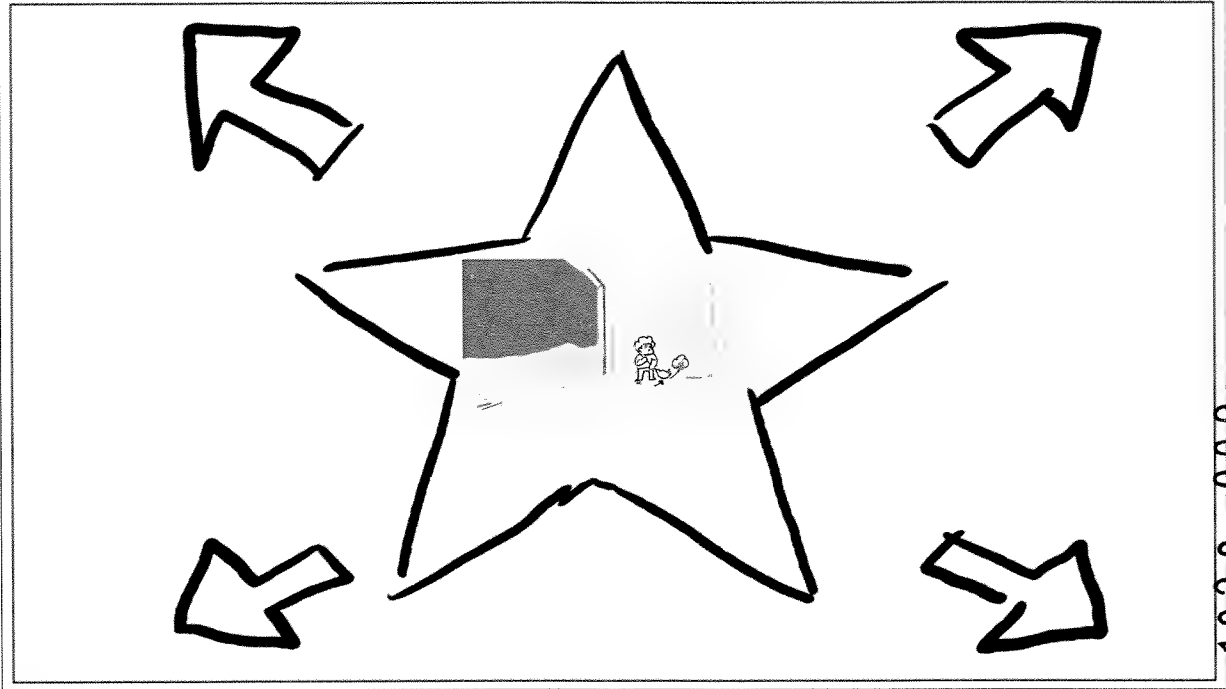


Dialog
MR. SMILEY: DON'T YOU GO FLIPPITY FLOPPIN' OUTTA HERE!

Slugging
3.10

0.06 at the end is together with star wipe.

Scene 228 Panel 1A



Slugging
0.13

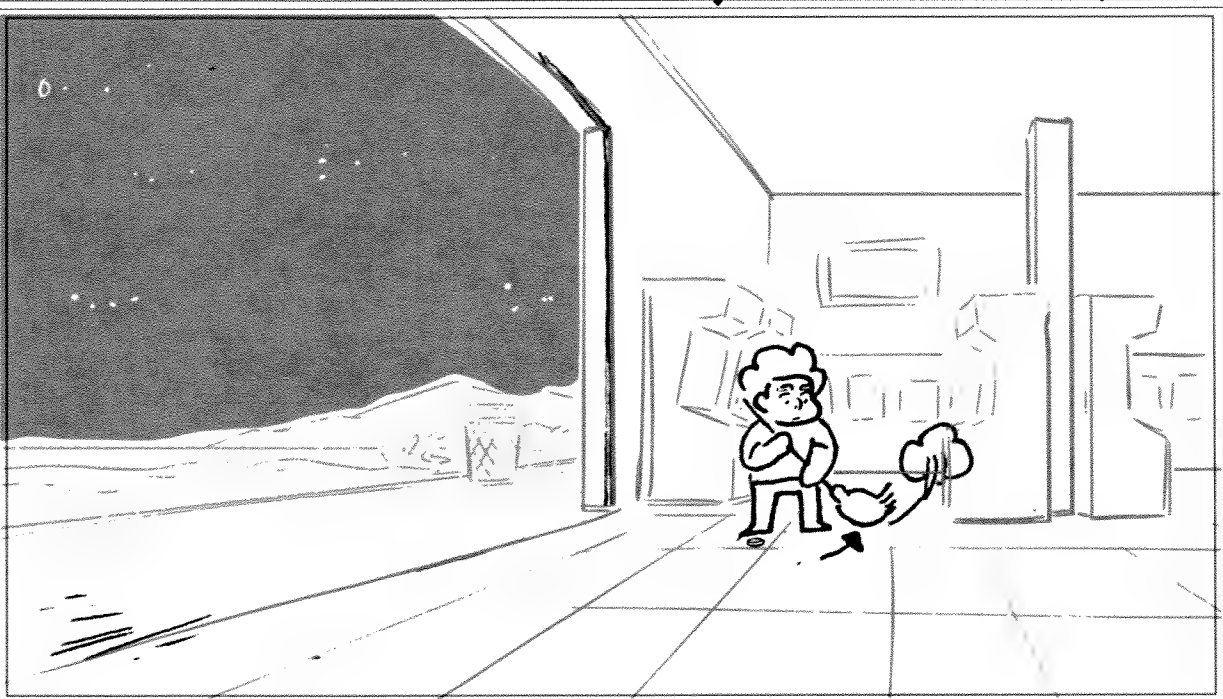
Star over previous scene: 0.06
Star over next scene: 0.07

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1020.009

1020.009

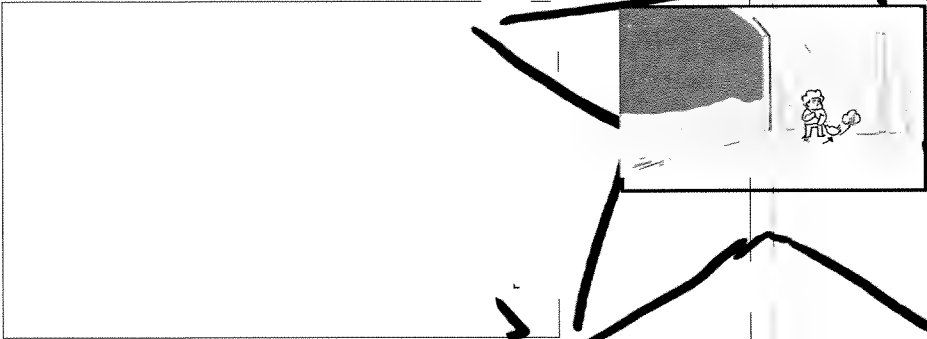
Scene 228 Panel 1B
CONT



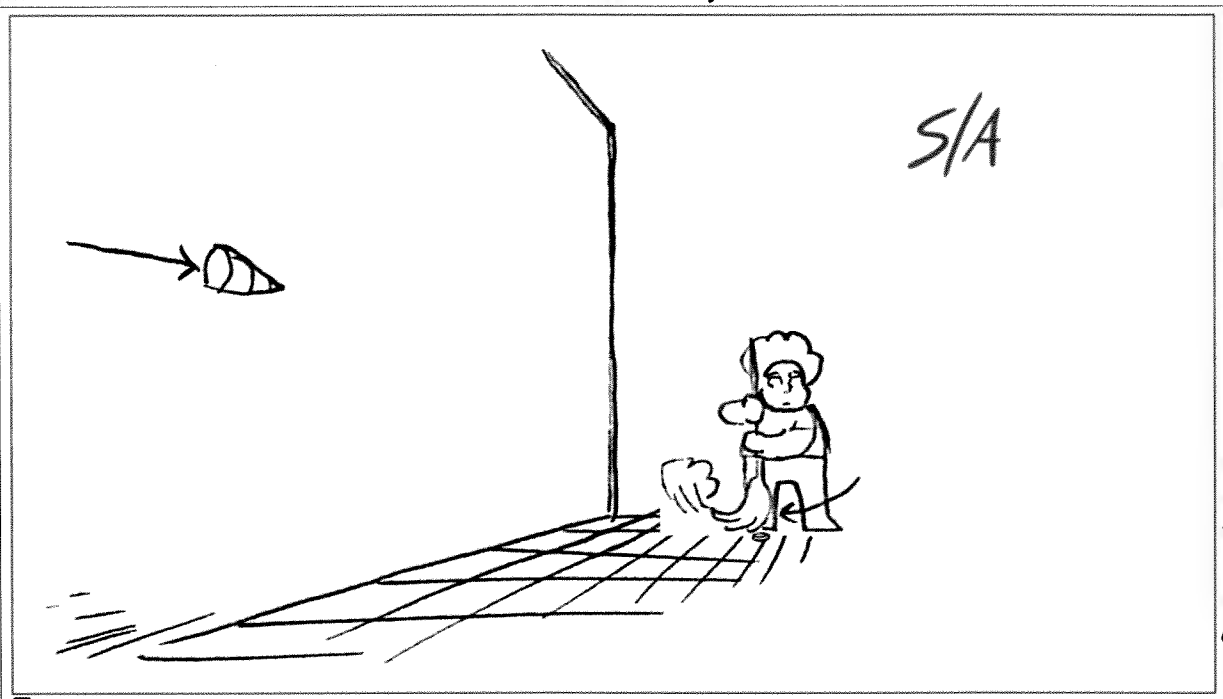
Slugging
1 + 2 = 2.06

0.07 at the start is together with the star-wipe.

DETAIL



Scene 228 Panel 2
CONT

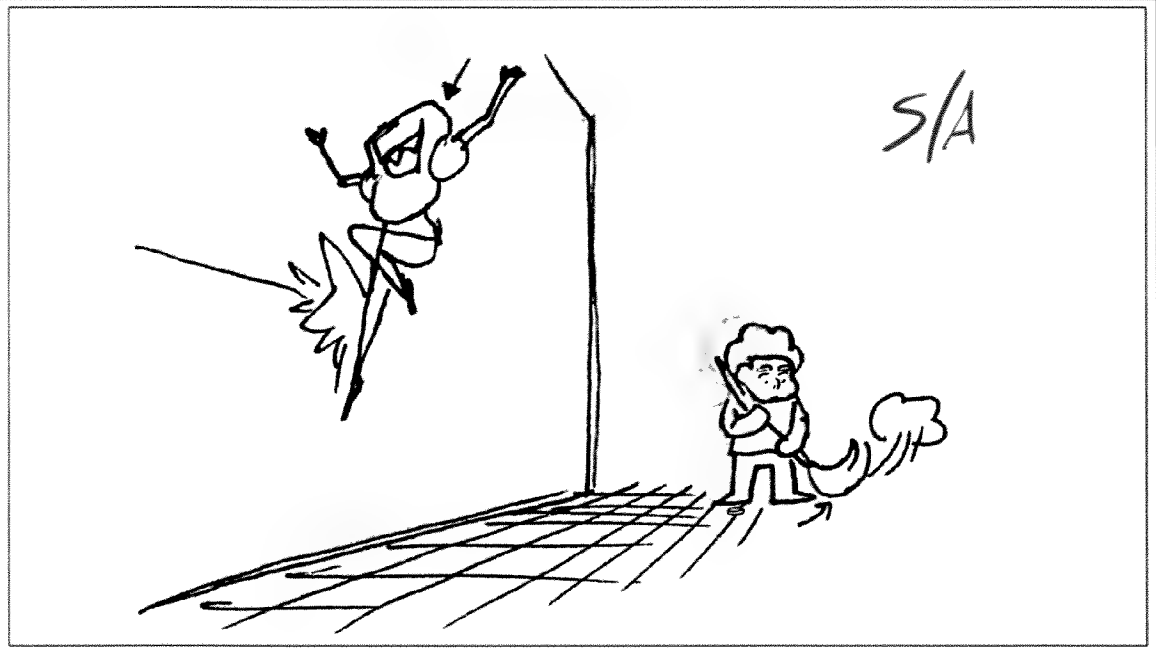


Slugging
0.08

1B

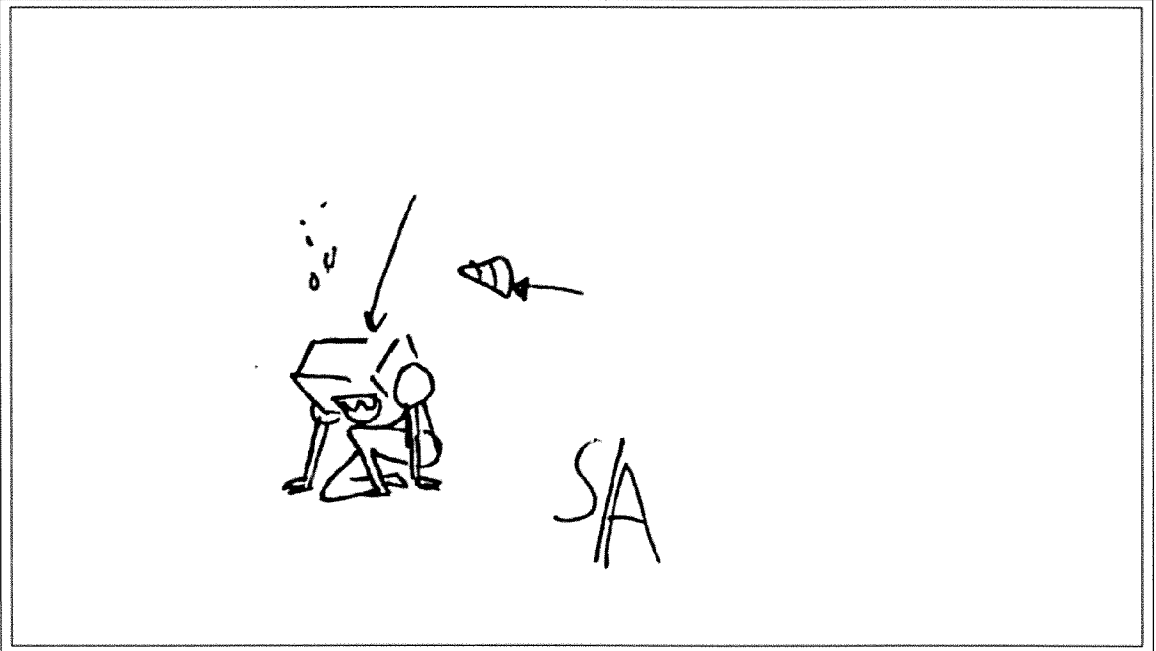
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Scene	Panel
228	CONT 3



Slugging
0.05

Scene	Panel
228	CONT 4



Slugging
0.11

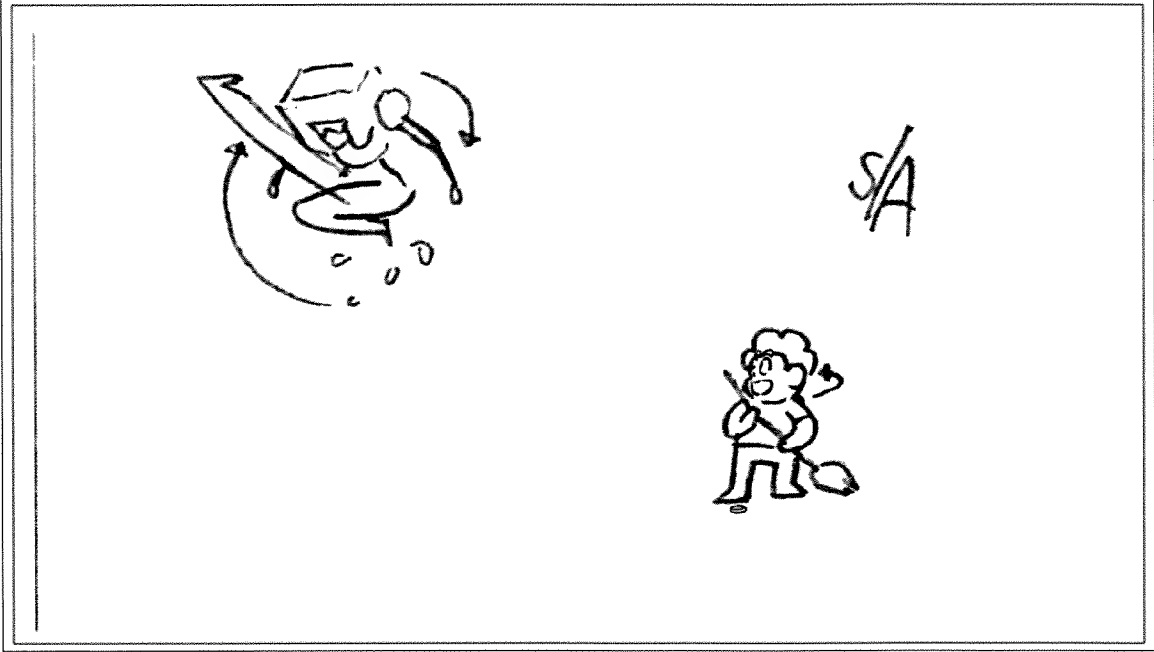
JUN 17 2013

Scene 228 Panel 5
CONT



Slugging
0.10

Scene 228 Panel 6
CONT




Dialog
STEVEN: YEAH!


Slugging
2.04
JUN 17 2013

1020-009

1020-009

1020-009

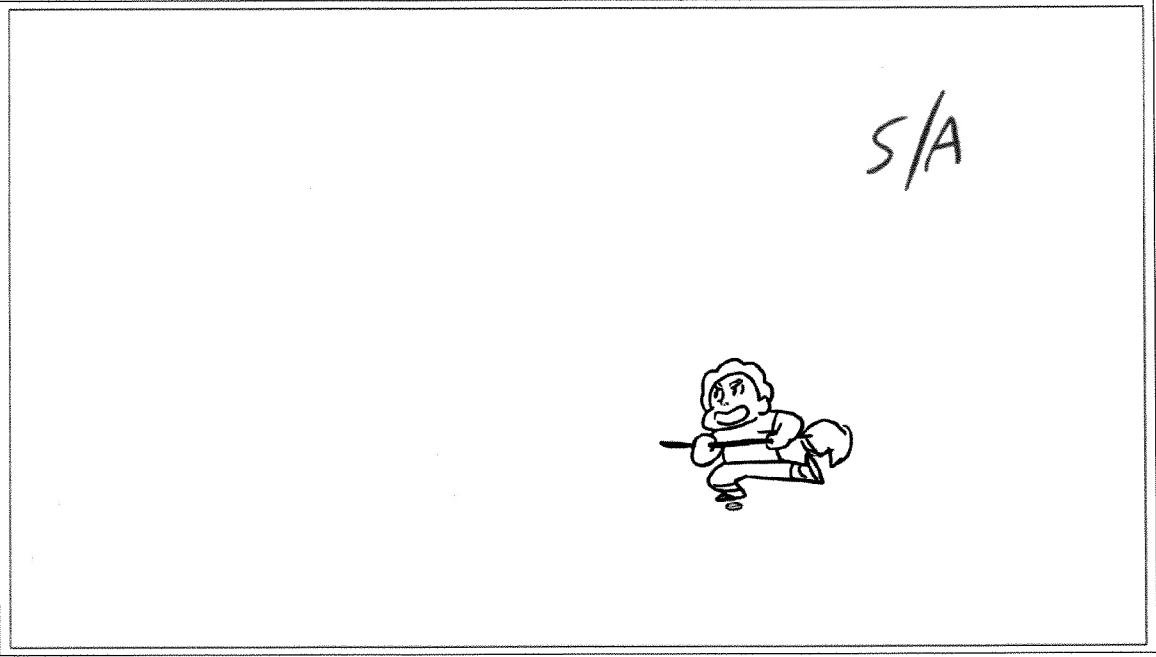
Scene	228	Panel	7
<div><div><div>OUT</div><div></div></div><div>S/A</div><div></div></div>			
<div>Dialog</div> <div><FIGHTING NOISES></div>			
<div>Slugging</div> <div>0.09</div>			


Scene	228	Panel	8
<div><div><div></div><div></div></div><div>S/A</div><div></div></div>			
<div>Dialog</div> <div><FIGHTING NOISES></div>			
<div>Slugging</div> <div>0.11</div> <div>JUN 17 2013</div>			

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Scene	228	Panel	9
			
Dialog <FIGHTING NOISES>			
Slugging 0.14			

Scene	228	Panel	10
			
Dialog MR. SMILEY: HEY!			
Slugging 1.02			
JUN 17 2013			

1020.009

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Scene 228 Panel 11
CONT



Dialog
STEVEN: I'M WORKING!

Slugging
1.10

Scene 228 Panel 12
CONT

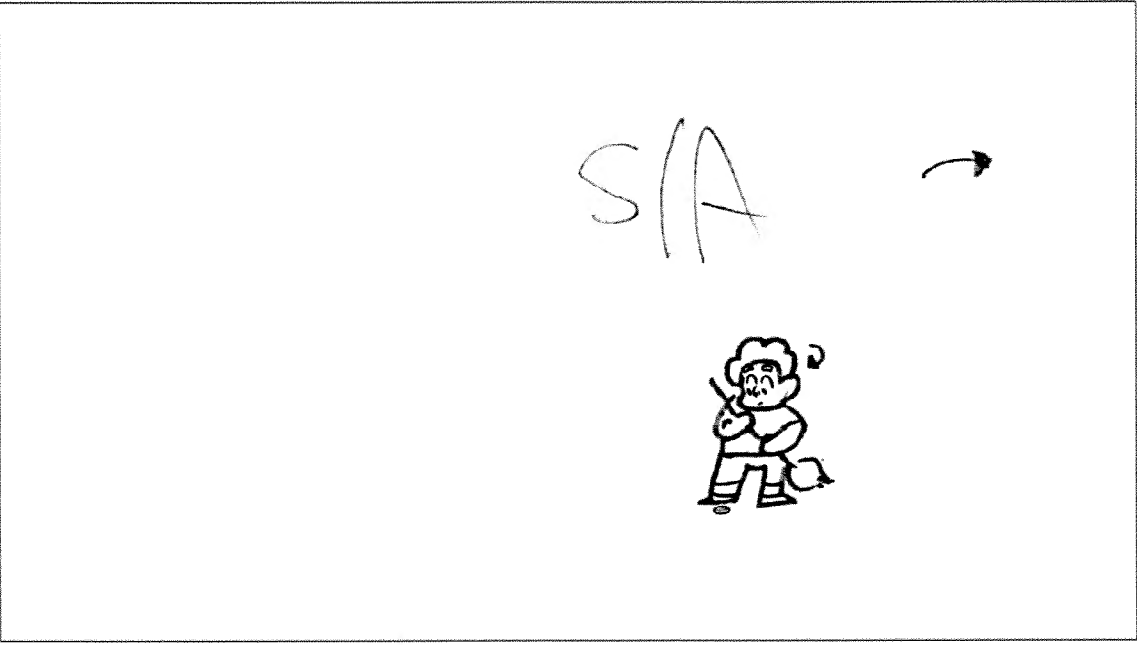


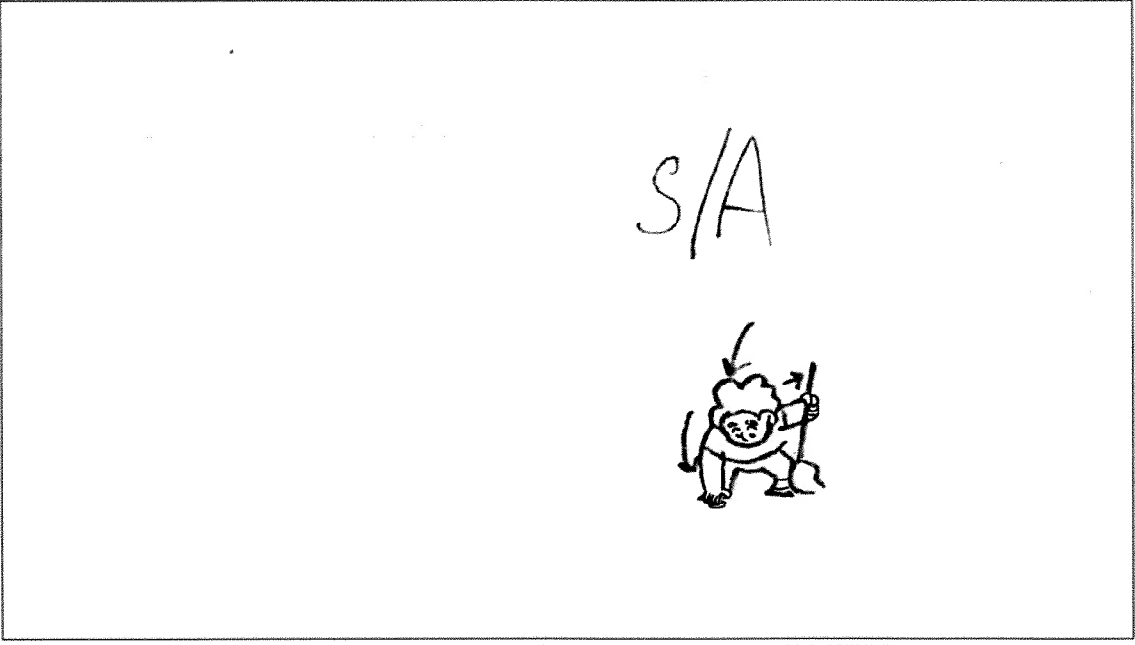
Dialog
STEVEN: SEE!

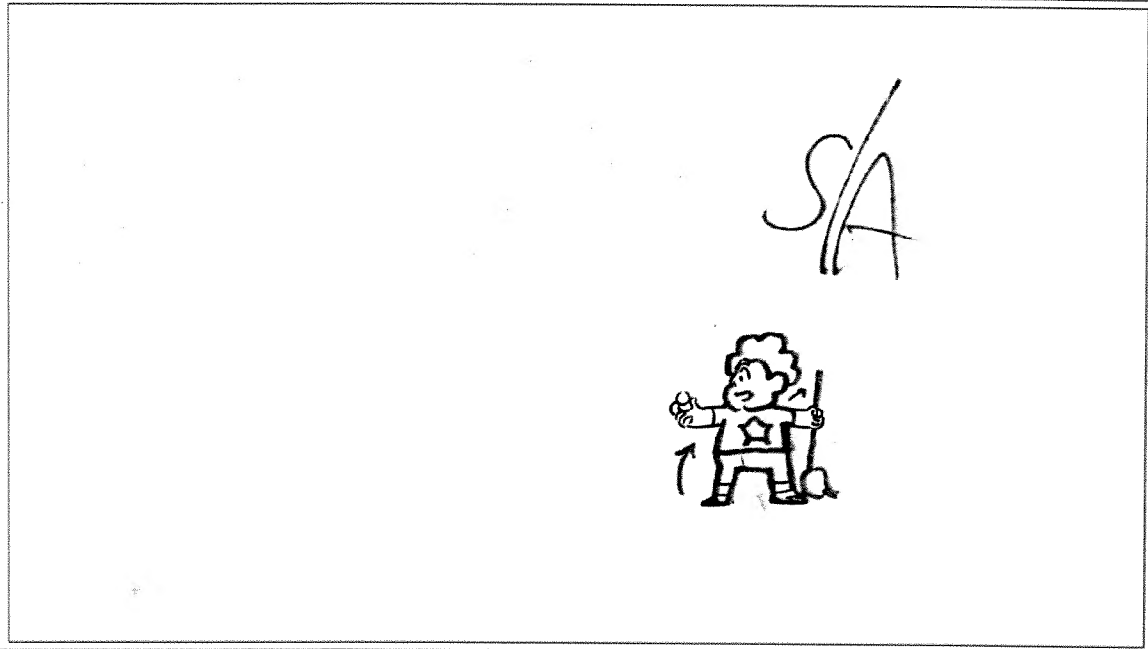
Slugging
1.13
JUN 17 2013

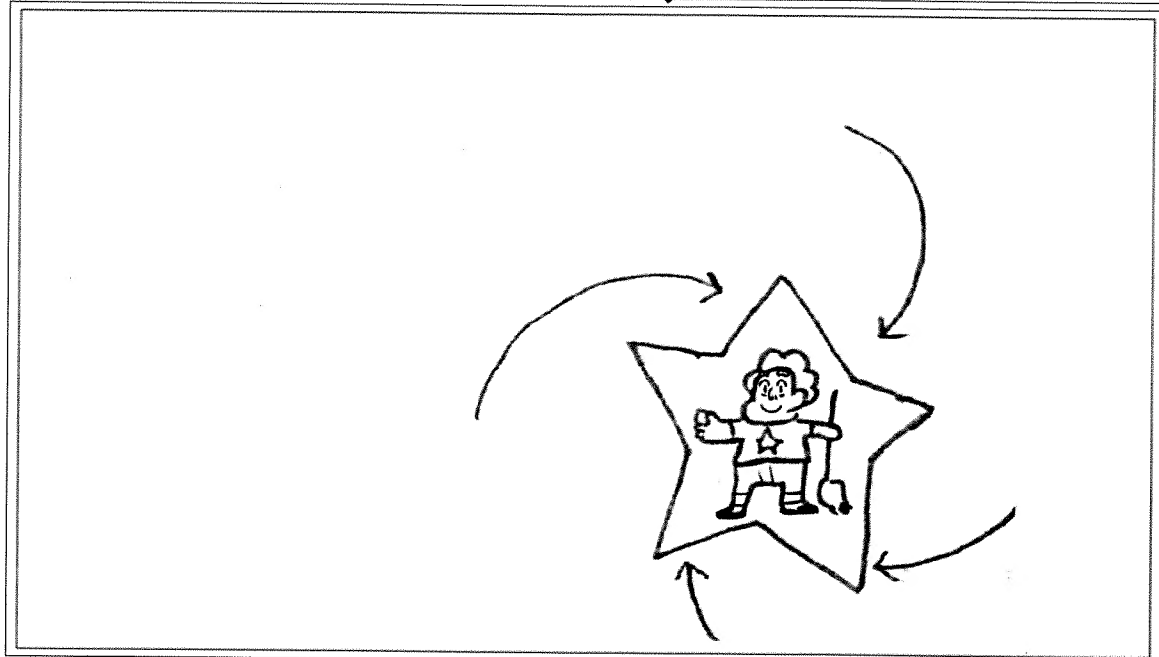
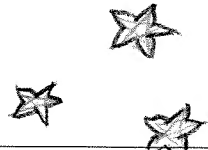
1020.009

1020.009

Scene	228	Panel	13
CONT			
			
Dialog STEVEN: HM?			
Slugging 1.06			

Scene	228	Panel	14
CONT			
			
Slugging 0.09			
JUN 17 2013			

Scene	228	Panel	CONT	15
				
Dialog STEVEN: A QUARTER!				
Slugging 2.03				

Scene	228	Panel	CONT	16
				
Dialog GAME: NOW YOU'RE COOKIN'!				
Action Notes Star iris out *AFTER BIG STAR IRIS CLOSES, 3 SMALL STARS POP ON FOR 1 FRAME, THEN SHRINK OFF IN 2 FRAMES.				
Slugging 2.11 				

1020.009

1020.009